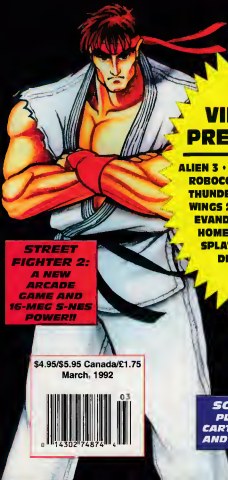


CONTEST!!!  
STREET FIGHTER 2  
WINNING  
NUMBERS INSIDE!!!

SNEAK PEEK AT SUPER NES CD-ROM AND COLOR GAMEBOY!

NINTENDO • SEGA • SUPER NES • TURBOGRAFX-16 • GENESIS • GAMEBOY • GAME GEAR • LYNX • NEO-Geo • ARCADES

# ELECTRONIC GAMING MONTHLY



**STREET  
FIGHTER 2:  
A NEW  
ARCADE  
GAME AND  
16-MEG S-NES  
POWER!!**

**TURTLES 4:  
16-BIT  
ARCADE  
ACTION!!**

## 1992 VIDEO GAME PREVIEW ISSUE!

ALIEN 3 • BART'S NIGHTMARE • SYG  
ROBOCOP 3 • BLUES BROTHERS  
THUNDER SPIRITS • CODZILLA 2  
WINGS 2 • EQUINOX • DIE HARD  
EVANDER HOLYFIELD BOXING  
HOME ALONE 2 • GUNFORCE  
SPLATTERHOUSE 2 • YOSHI  
DRAGON WARRIOR 4  
Q-BERT • HOOK  
PLUS MORE!!

\$4.95/\$5.95 Canada/£1.75  
March, 1992



**SONIC 2:  
PLAY THE  
CART, CD-ROM  
AND ARCADE!!**



# THE TURTLES HAVE TAKEN NEW

# 1

Raphael decided to start using his head when he fought. So after a year of grueling training, he has hard-core head butting down to a science with his power drill attack.



# 2

Splinter taught Leonardo that the best defense is a sharp offense. So Leo learned to get the edge with a cyclone sword spin that slices Shredder's soldiers down to size.



Manhattan's crime rate is up. Two thousand feet to be exact. Because Shredder has ripped the island from the face of the Earth.

Splinter has taught the turtles some most excellent new moves that'll have Shredder's mob babbling for weeks. And for the first time ever, you can practice your new ninja warfare on each other in the two player mode as you face a never before seen eight level test of turtle power for your NES."

Battle for survival on surfboards, battleships, blimps, star destroyers, and in the seediest parts of Manhattan where even a respectable reptile wouldn't wander.



# STEPS TO FIGHT CRIME.

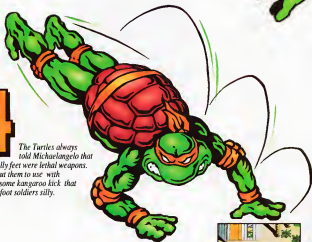
# 3

*The inspiration for Donatello's devastating attack move came to him while at a late night Bowling for Pizza party. Now he enjoys striking with his gnarly knockout roll. Spare no one, Don.*



# 4

*The Turtles always told Michelangelo that his smelly feet were lethal weapons. So he put them to use with an awesome kangaroo kick that knocks foot soldiers silly.*



Fortunately, when the going gets tough you can change turtles in the heat of combat, just like the tastiest of tag teams. It'll take all of the fab four to shred a slew of slugs like Leatherhead, Rahzar, Groundchuck and Tokka.

So team up with the Turtles and stop Shredder from holding up three million dudes and dudettes.

## KONAMI®

Teenage Mutant Ninja Turtles and the distinctive Bowyer Footwear are registered trademarks and copyright ©1991 by Mirage Studios. All other characters and logos are copyright ©1992 Konami. All rights reserved by Konami. Konami is a registered trademark of Konami Co., Ltd. Konami® is a registered trademark of Konami of America, Inc. ©1992 Konami. All rights reserved.

CIRCLE #146 ON READER SERVICE CARD.

# ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



It's here!! Only EGM dares to compare the super hot 16 Meg S-NES cart with the arcade coin-op.! See why this game got EGM's Game of the Show (CES) award!!

**72**

## Leading Edge

It's the scoop of the year! Are you ready for a NEW Street Fighter arcade game? It's called Street Fighter 2: Champion Edition. Don't miss the first news on this super hot quarter muncher!!



The toads are back! See how good they look on the S-NES!

**166**

## Super Play

Super Adventure Island is going to be one of the hottest games this winter. With tons of hidden items and rooms you'll want to know where everything is! Only Super Play gives you all of the details.

## COVER:

It's our best issue yet! We're back from CES with our suitcases loaded with the hottest carts of 1992! What we couldn't bring back we thoroughly documented on over 1,800 photographs taken at the show! Where do you get the first and best CES coverage - only EGM!

**82-162**

## Fact Files:

We're back from CES with the hottest carts on the planet! Check out our list of Fact-Files and see if you agree! Then go for the details inside! Only in EGM!

### Super-NES Times:

Teenage Mutant Ninja Turtles 4, Street Fighter 2, Out of this World, Wings 2, STG, Super Battletoads, Bart's Nightmare, Special Tee Shot, Space Megaforce, Equinox, Hook, Arcana

Nintendo: F-1 Race, Quattro Sports, Race America, Wacky Races

Sega Genesis: Desert Strike, Alien 3, Splatterhouse 2, Atomic Runner, The Duel: Test Drive 2, Evander Holyfield Boxing, Sports Talk Baseball, Double Dragon, Kid Chameleon

Turbo Champ: Gate of Thunder

Game Gear: Ax Battler, Crystal Quest

Atari Lynx: The Guardians: Storm Over Doria

GameBoy: Pit Fighter, Batman: Return of the Joker

**146**

## Advertiser Index

## DEPARTMENTS

- 8 Insert Coin
- 12 Letters to the Editor
- 22 Review Crew
- 34 Software Calendar
- 38 Gaming Gossip
- 42 EG Express
- 48 International Outlook
- 60 Tricks of the Trade
- 72 Leading Edge
- 82 Super NES Times
- 118 Nintendo Player
- 130 Outpost: Sega
- 152 Turbo Champ
- 154 Gear Up
- 160 GameBoy Fan
- 170 High Scores

## FEATURES

**8**

## CES Wrap Up

The Winter CES is over. Who showed the widest variety of software? ...The newest technology? There was one clear winner but which company - Sega or Nintendo?

**42**

## EGM Express

Get the latest scoop on the upcoming Nintendo CD-ROM! Check out its specs and see how it stacks up against Sega's Mega CD-ROM. The results will surprise you!

**48**

## International Outlook

The best games come out in Japan first. Scope out the hottest carts from the land of the rising sun and then sit back and wait for them to come out here this Christmas!



Turtles 4 is one of the best S-NES games ever!

# THE TERMINATOR™

Welcome to Post-Holocaust Los Angeles in the year 2029, where mutant robots plot their crafts through the blood-red sky, hunting down human beings that once dominated this wasteland.

Just like the movie, you assume the role of Kyle Reese, a time traveller from the future who returns to modern-day L.A. to protect the life of Sarah Connor - the beautiful woman who holds the key to the survival of the human race.

Your mission: Outwit and outmaneuver a brutal killing machine known as the Terminator. He's big, he's bad and he's virtually unstoppable - let's hope you're smarter!

#### FEATURES:

- Movie-like soundtrack complete with realistic sound effects
- 8 MEG of futuristic firepower

Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS™ SYSTEM. THE TERMINATOR © 1984 Cinema 84. A Greenglob Brothers Partnership. All rights reserved. Licensed by Hemisphere Film Corporation.

THE TERMINATOR™ TM designates a trademark of Cinema 84. A Greenglob Brothers Partnership. Sublicensed by Bethesda Software.

© 1991 Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.

SEGA and GENESIS are trademarks of Sega Enterprises Ltd.



SEGA  
GENESIS  
BEST QUALITY



For pricing and orders, please call 800-VRG-IN07. Visa, Mastercard, American Express and checks accepted.

CIRCLE #115 ON READER SERVICE CARD.

# THE GREATEST PLAY IN FOOTBALL HISTORY.

Get ready to tackle the ultimate Super NES™ challenge.

John Madden Football™ It doesn't get any tougher than this.

Madden delivers the most guts ever in football. Twenty-eight pro teams plus an All-Madden squad. The latest plays, schemes, and formations, from

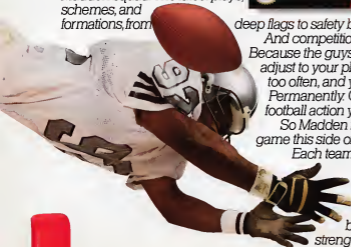


deep flags to safety blitzes.

And competition that's sure to be a smash. Because the guys on the other side of the line adjust to your playcalling. Call a play once too often, and you'll get planted in the turf. Permanently. Giving you the most intense football action you can get.

So Madden is flat-out the most realistic game this side of Sunday afternoon.

Each team roster is packed with 35 pros, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.



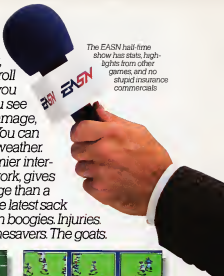
Besides calling the shots, you have more moves than a cheerleader. Take your running back, for example. You control every spin, cut back, dive, you name it. Use the "oomph" button to steamroll



You get over 100 plays drafted right out of Coach Madden's own playbook. And all of them are right onscreen for easy playcalling.

for a first down. If you don't like what you see at the line of scrimmage, you can audible. You can even choose the weather.

EASN, the premier interactive sports network, gives you better coverage than a nickel defense. The latest sack dance. Touchdown boogies. Injuries. Penalties. The gamesavers. The goats.



The EASN half-time show has stats, highlights from other games, and no stupid insurance commercials.



Talk about in your face. With its Mode 7 Roving Camera, EASN's instant replay pans anywhere on the field.



Play on the only Super NES 3-D scrolling field, enabling you to read defenses like a book and spot holes quicker than a rabbit.



No matter if it's man-to-man, bump-and-run, or zone coverage, EASN's IsoVision makes sure you don't pass up the open man.

EASN's close-ups zoom right in on critical first down measurements. Capturing every boo, cheer, or gasp from the crowd. All the details and grit of the sport itself.

Any play can be instantly replayed, too.

In slo-mo or frame by frame. EASN's

Mode 7 Roving

Camera covers more

ground than a blitzing linebacker, going anywhere on the field. So you can always see who made the play and who blew it. And our exclusive IsoVision™

camera spots the open receiver everytime.

Get in the game. Visit your local EA dealer or order by phone any time: (800) 245-4525. And make Madden your number one pick.



ELECTRONIC ARTS™



35 cents for the first minute  
75 cents, each minute thereafter  
Be sure to get your parents' permission to use the phone if you're under 18 years of age. Messages subject to change without notice.

EASN Electronic Arts Sports Network, John Madden Football, and IsoVision are trademarks of Electronic Arts. Nintendo Super Nintendo Entertainment System™ and Super NES™ and the official seal are trademarks of Nintendo of America, Inc.

CIRCLE #111 ON READER SERVICE CARD.

# EGM

**A SENDAI PUBLISHING GROUP, INC.  
PERIODICAL**

**March, 1992**

**PUBLISHER, EDITOR-IN-CHIEF**

Steve Harris

**EDITOR**

Ed Semrad

**ASSISTANT EDITORS**

Marin Alessi; Ron Marcinjak; Sushu-X;

Ray Price; Mike Vallias; Terry Minnich;

Danyon Carpenter

**CONTRIBUTING EDITORS**

Mike Riley; Steve Honeywell

**STRATEGY CONSULTANTS**

U.S. National Video Game Team

**FOREIGN CORRESPONDENTS**

Robert Hoskin, Hideki Shikata

**WORLD NET™ CONTRIBUTORS**

CTW-England; The SuperFamcom-Japan;

Games-X - England; Joystick-France

Games-Japan; MegaDrive Boop-Japan

Playcomp-Australia; Famcom/Jourmel-Japan;

Nintendo-Magazin - Sweden; ASM - Germany

**LAYOUT AND PRODUCTION**

Direct Contact, Inc.

George Mac, Associate Art Director

Colleen Bastien, Copy Editor

John Stockhausen, Ad Coordinator

Suzanne Farrell, Ad Manager

**CUSTOMER SERVICE**

(515) 290-3861

**NATIONAL ADVERTISING DIRECTOR**

Jeffrey Eisenberg

Eisenberg Communications Group

2121 Avenue of the Stars, Suite 630

Los Angeles, CA 90067

Brandon Harris, Account Executive

(310) 551-6587

**SENDAI PUBLISHING GROUP, INC.**

Steve Harris, President

Mike Riley, VP of Operations

Mark Mann, Financial Director

Cindy Polus, Financial Assistant

Harry Hochman, Circulation Director

Harvey Waeserman, Newsstand Dir.

Donna Clappe, Newsstand Manager

David Kamie, Manufacturing Dir.

Ken Williams, Contract Publishing Man.

**DISTRIBUTED BY**

**WARNER PUBLISHING SERVICES, INC.**

**ABC AUDIT APPROVED FOR**

Electronic Gaming Monthly (ISSN 1058-918X) is published monthly by Sendai Publishing Group, Inc., 1800 Highland Avenue, Suite 202, Lombard, IL 60148. Subscription rates for U.S.: \$23.95, Canada and Mexico: \$34.95, and all other by air mail only: \$60.00. Single issue rates: \$5.95. POSTMASTER: Send address changes to Electronic Gaming Monthly, P.O. Box 7524, Red Oak, IA 51591-0524. For subscription changes, change of address, or correspondence concerning subscriptions call 1-800-444-2884. The editors and the publisher are not responsible for unsolicited materials. No part of this publication may be reproduced without the expressed written permission of Sendai Publishing Group, Inc. Copyright © 1992, Sendai Publishing Group, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed in the USA. Printed with pride.



insert coin

## CES IMPRESSIONS...

We're back from the Consumer Electronics Show and it was a real treat to be able to have the opportunity to play all of the new carts that the companies are working on. While I have been attending all of the shows since video games started way back in the 1970's, each one turns out to be a new experience. There always is new technology, peripherals, accessories and of course, tons of games. This show was probably the best yet. With the 16-Bit wars starting to really heat up it is interesting to sit back and see how the major players stack up against each other. Last summer it was Sonic vs Mario and the Super Nintendo and this time it was quite different.

Nintendo really came out swinging. Their licensees have been working long and hard trying to improve on the first generation of Super Nintendo games. It was easy to see that they have done their homework as this new generation of carts have very little slow down or flicker. Programmers are trying new things with the Mode 7 and some of the games we played are setting new standards of excellence. Turtles 4 by Konami has your player throwing the enemy out of the screen towards you! Out of this World by Interplay makes extensive use of filled polygon graphics in a story book like adventure. Of course there are the arcade games, no CES analysis would be complete without mentioning the spectacular Street Fighter 2. Not only is it the worlds first 16 megabit cartridge but this super soft is probably the best arcade to home system translation ever made. It is that good! Throw in other hot titles like Super Battletoads, Contra 3 and Bart's Nightmare and we can say now that this system is really starting to evolve into a Super Nintendo Entertainment System. If that impressive line-up of software wasn't enough to dominate the show, Nintendo quietly dropped the bomb on the competition by announcing the specs to their new CD-ROM peripheral. Specs can be deceiving but with 8 meg of memory, full motion video capability and a coprocessor it sounds impressive. The best part... Nintendo says it will only cost \$200!

NEC/Turbo Technologies wasn't on the floor but they had a very impressive display of titles which they plan to bring over from Japan as soon as they get up and running (April 1, 1992). They also confirmed that they will make a U.S. equivalent to the PC Engine Duo in addition to releasing a new Super System cart to play the new Super discs. Behind closed doors they were showing their not to secret 32 bit machine.

Sega, historically, never has a lot to show at the January event. Such was the case this year. The Mega CD was behind closed doors and the cartridge games were basically updates of some of the older sports games. Holyfield has his name on a new boxing cart, the baseball game has a nonstop voice like their Joe Montana football and there is a new D & D RPG. No Sonic 2, no Batman 2, no Phantasy Star 4 and no mention of new things to come.

The Neo-Geo booth was buzzing with activity as SNK had a few spectacular carts to show. Last Resort, Fatal Fury and Andro Dunos had constant lines of people waiting to play these games. This is going to be one hot system this year.

Overall, the show belonged to Nintendo. They had the carts, the technology and the wherewithal to open the R & D doors a crack to show everybody what was coming out in the future! If they say they will sell 6 million systems this year, they just might do it with a line-up as good as we saw, and this is only the first 6 months of 1993! I can't wait to see what they will have in June!

**Ed Semrad**  
**EDITOR**



# TERMINATOR™ 2 JUDGMENT DAY ON NES™ & GAME BOY™

T-1000 DATA FILE/READ ONLY

1997: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY... BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

2029: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE RESISTANCE!

IF IT SUCCEEDS, HUMANITY IS HISTORY.

**NO FATE BUT WHAT YOU MAKE ON NES™:**

You are a T-800 terminator. *It's a T-1000.*

You carry a lever-action Winchester.

*It's invincible.* You have on-screen target search displays. *It's made of liquid metal.*

You have 10 barrels of high-explosives.

*It is the ultimate weapon of destruction!*



Destroy Skynet defense in the future.



Red line young John Connor to safety!



Lead a hand to the Resistance—destroy the terminator endoskeleton.

**FIGHT IN THE FUTURE...SAVE THE PAST ON GAME BOY™:**

First battle titanium hyperalloy T-800's as the John Connor of 2029. Then, enter SKYNET, capture your own T-800, and become the Harley riding, grenade firing, terminator of today!



The battle for tomorrow begins today...with you!



These bikers are tough, but they ain't seen nothing like a T-800!



Can you take the heat? Destroy T-1000!



Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy™. "Hasta la vista, Baby!"



Terminator™ 2: Judgment Day, 1991 © Motion Pictures, (U.S. & Canada); Coreco International N.V. (All other countries). All Rights Reserved. Used by permission, Ltd. under authorization. Nintendo, Game Boy, Nintendo Game Boy, Game Boy and the official seals are trademarks of Nintendo of America Inc. LJN is a registered trademark of LJN, Ltd. © 1991 LJN, Ltd. All rights reserved.

CIRCLE 150 ON READER SERVICE CARD.



# RAW.



# CHILLIN



# ARCTIC.



# HOT.



This is the first multi-event game ever for Sega® Genesis! This is eight world-class winter events in one awesome package.

This is *Winter Challenge*!™




Shoot down the icy straightaways in a bobsled or on a luge. Set fire to ice as you shatter speed records on skates. Feel the rush of adrenaline as you fly past gates in the giant slalom.

Touch the sky in the ski jump competition—but keep those tips up or you'll end up using your face for brakes.

Experience the emotional tightrope between exhilaration and sheer terror on a downhill run. Devour frozen miles in cross-country skiing—then test your stamina and marksmanship in the biathlon.



Winter Challenge and Biathlon are trademarks of Accolade, Inc. Sega and Genesis are trademarks owned by Sega Enterprises Ltd. All other product and company names are trademarks of their respective owners. The International Olympic Committee. The United States Olympic



# ENERGY. G. SPEED. POWER. BALLISTIC.



Ultra-realistic graphics and digitized sounds and music make it totally Ballistic. Up to ten players can compete against each other for the gold. Tournaments in progress and high scores can be saved for the challenge of a new day. VCR-like replays allow you to relive the thrill of victory and the agony of defeat.

This is power. This is energy. This is Winter Challenge from Ballistic. Anything less is in hibernation. To order, visit your favorite retailer or call 1-800-245-7744. Also available for the IBM PC.



# INTERFACE:

# LETTERS TO THE EDITOR

*The J. Baker*  
113 Brown St.  
Lombard, IL 60148

**INTERFACE: LETTERS TO THE EDITOR**

1920 Highland Avenue  
Suite 222  
Lombard, IL 60148

Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface: Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Due to the high volume of mail received we regret that individual letters can not be answered.

## MEGA CD QUESTIONS...

I can't wait! After reading your great Mega CD article in the February issue, I can't wait until July. I am happy that I didn't go out and buy the Japanese system. Imagine those players who popped \$500 for a worthless system! Thank you, thank you, thank you for printing the full story on the CD-ROM compatibility situation.

**Scott Peters**  
San Jose, CA



*The Japanese Mega CD will not play the U.S. discs!*

I am seriously considering on purchasing the Mega CD when it comes out in June and for that reason I have been following your monthly articles on this peripheral. Your February story was the one which really sold me. You told me absolutely everything about the system, and went into a lot of details the competition didn't (I must admit, I get all the magazines). It was good that you were finally able to clear up the compatibility question. Now what about the U.S. software?

**Jim Carlsen**  
Houston, TX

What's with the metal plate you show connected to the Mega CD? Does it serve any special purpose? There was a cable you mentioned that goes into the back of the Mega CD, what does that do? Are you sure that the Japanese Mega CD won't play the U.S. discs? The other magazine's article didn't say that.

**Scott Winston**  
Rego Park, NY

*(Ed. There has been a lot of mystery about the Mega CD since it's debut last June and that is why Ed spent months digging for all of the facts. System compatibility was a major issue especially when almost \$500 (U.S. mail order price) was involved. We checked and double checked the compatibility situation and even got a quote from a spokesperson from Sega. We do our best to get you the most information as soon as it is available and with sources world wide we can get info very quickly. We try to be thorough and we'll go to great extremes to get you the best data. Comparing magazines is like comparing apples and oranges. Each has it's own style. We consider the Mega CD (and now, the Nintendo CD) a very important product and we will devote whatever time, effort and space is needed to get you the full story. That is why you will see details in EGM that you won't see elsewhere.*

*The metal plate is used as a spacer to properly align the Genesis with the connecting post on the Mega CD. Technicians tell us that it also serves as an auxiliary heat sink (the vents on the Genesis are blocked by the Mega CD case), as after prolonged use the Genesis and Mega CD get warm. The cable mentioned, sends the stereo audio from the Genesis to the mixing input on the Mega CD. This mixer combines the audio from the Genesis*

*with the audio from the Mega CD. Only one set of cables is then needed to send the audio out to your stereo.)*

## S-NES CONTROLLERS

As good as the standard controllers are for the Super Nintendo I would like to know if there are any others coming out that may be better. Having an auto fire would be nice as would be a slow motion switch. Have you heard of anything new?

**Joshua Park**  
Gretna, LA



*The Ascii Pad has auto fire for all 6 buttons and slow motion!*

*(Ed. As the Super Nintendo grows in popularity companies will start releasing new products. Since there are over one million systems in homes now, you can expect to see a flood of new accessories coming out this year. One controller which we can recommend is the Ascii Pad. It has adjustable auto fire controls for all 6 buttons and a switch for slow motion effects.)*



*There was one Mega CD on display at the Winter CES - at the EGM booth!*

# Wipe the smile off this face!

**(And maybe a few of your friends, too!)**

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning—in first-person perspective, with 3D graphics and 360° maneuvering!



**WATCH OUT!** They only look happy!

## Get into your Game Boy...

And we mean *into!* FaceBall 2000 is a new virtual reality game. You don't just see your character, you *are* your

character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.

## Bring your friends along!

Sure. You can take on the Smiloids alone. But with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!



More than four times the fun with the Four Player Adapter!

## It pay\$ to play together.

Don't miss your chance to get up to \$5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!

# FACEBALL

## A whole new way to get into your Game Boy.

Bulke-Proof Software • 8337 154th Ave. N.E. • Redmond, WA 98052 • (206) 861-9200  
FaceBall 2000 is a trademark of Bulke-Proof Software, Inc. 1 and online entertainment. ©1999 Bulke-Proof Software, Inc. All rights reserved. Original game and design ©1991. Downloaded under license from Nintendo Software FX, Inc. Game Boy, Game Link and Four Player Adapter are trademarks of Nintendo of America, Inc. ©1999 Nintendo of America, Inc.

The Best Games in the World™

Bulke-Proof Software!



# THE ULTIMATE QUEST FOR FANTASY PRIZES

**S**cooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure...but gets to keep it!

It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

But all your practice and training won't be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes right at home!

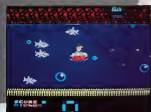


## AS THE TREASURE MASTER YOU WILL:

- Navigate treacherous depths in your personal submarine
- Explore exotic foreign planets
- Engage hostile aliens in arcade-style combat
- Master all the wacky tools as you search for real treasure
- Interact with a variety of mysterious creatures
- You're given 12 hours to learn the Secret Password and compete to win Fantasy Prizes



Licensed by Nintendo  
for play on the  
**Nintendo**  
ENTERTAINMENT  
SYSTEM®



If your oxygen holds out, you're in for a blast.



Travel to a place where maps and roads don't exist.



You can nearly touch the treasure, but will you get there in time?

# \$250,000 IN FANTASY PRIZES\*

## TWO GRAND PRIZE WINNERS

WILL CHOOSE ONE OF THE FOLLOWING:



### FANTASY CONCERT

Anywhere in the U.S. for you and 3 friends.

- The best available seats
- All air and hotel for 3 days and 2 nights, plus \$5,000 spending cash.



### FANTASY GAME ROOM

- 50" big screen projection TV.
- Awesome component sound system.
- Super NES™ with 12 Super NES™ game packs installed wherever you want in the U.S.



### FANTASY SPORTS SPECTACULAR

- The best available seats
- All air and hotel for 3 days and 2 nights, plus \$5,000 spending cash.



### \$10,000 CASH EQUIVALENT

Create your own personal fantasy

### 250 SECOND PRIZES

**SUPER NINTENDO.**  
ENTERTAINMENT SYSTEM

### 36,000 THIRD PRIZES

Official poster-size  
**TREASURE MASTER™**  
certificate

# PLAY AT HOME TO WIN!

#### COMPETITION INFORMATION

- \*See official Treasure Master™ Competition Rules for complete details
- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.
- This competition is open to all US residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
- Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
- To be eligible you must receive your official Treasure Master™ registration card by midnight EST April 8, 1992.

For more information call

**1-900-370-TREASURE**

Call will cost \$.50 per minute.

Children under 18 must ask their parents first.

Average length of call is 3 minutes.



AMERICAN SOFTWORKS CORP.



The Treasure Master™ competition is sponsored by American Softworks Corporation™, 288 East 45th Street, New York, NY 10017, which is solely responsible for the awarding of all prizes.

The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

Nintendo of America, Inc. is neither a sponsor of nor affiliated with the Treasure Master competition and expressly disclaims any responsibility for the conduct or administration of the competition.

## TURBOGRAFX DUO...

I would like to ask a question in regards to NEC/America. I own the TurboGrafx 16 bit, CD-ROM, PC Engine adapter board and version 3.0 Super System Card. With discovering the world of the PC Engine and the wider variety of games and CDs, I now wonder why NEC never brought over such great titles as *Far East of Eden* and the Complete R-Type. There seems to be a much wider (and better) selection of Japanese games. When I saw the selection I couldn't believe it. Since you are the guys who can find out anything, what's the story?

**Mark Bray**  
Toronto, Ontario



*The U.S. version of the PC Engine Duo will be out this fall!*

(Ed. There's good news Mark! NEC has joined forces with Hudson to form a new company called Turbo Technologies. This new company plans to draw more heavily from the Japanese market and the sequel you requested - *Far East of Eden 2* will be translated and brought out for the new U.S. version of the PC Engine Duo. Other great carts and CDs are also on their way to the U.S. You will definitely want to check out our special 32 page bonus CES mag, packaged along with this issue) for a more thorough listing. This new company will begin operation on April 1, 1992 and the games should be starting to appear this summer. Your set-up is quite innovative, and for others who want to have something similar, Turbo Technologies has announced that a U.S. version of the Super System Card (version 3.0) will be coming out very soon. This will allow the TurboGrafx to play the new Super System discs. The U.S. version of the PC Engine Duo is scheduled to be out this fall.)

## S-NES STREET FIGHTER 2

You have said that *Street Fighter 2* will be coming out for the Super Nintendo. Since it is my favorite arcade game I am very interested. I would like to know if it will look as good as the arcade version? Will you be able to pick from all eight different warriors? And will you get to use all of the special moves for each fighter? By the way, your *Street Fighter 2* section really helps me kick butt now! Now I know why you are the number one magazine for detailed arcade coverage!

**Andrew Simmons**  
Arangelridge, SC

I am a video game freak, and I love your magazine! I have two questions to ask you. The first one, in *Final Fight* what ever happened to the third character besides Cody and Haggar? I mean from the arcade version. Why did Capcom take him out of the S-NES version?

The second one. Can you give us an update on *Street Fighter 2* for the S-NES?

**Michael Thompson**  
Dallas, TX



*Is this the arcade or S-NES version of Street Fighter 2? Turn to page 84 for the answer!*

(Ed. Hundreds of letters each week are pouring in about *Street Fighter 2*. It is good to hear that players are going out and using the information that we published in our special *Street Fighter 2* Guide. For more updated information on how the Super Nintendo version compares to the arcade game, don't miss our special fact file on page 84 where we run the exact same move on both versions. This way you can see how good the 16 meg wonder really is! Again, this is the detail that you want, and you only get it in EGM!

*Even though the version we got to play was only an early alpha version, all of the characters were programmed into the game, and you will be able to do all the special moves! A special controller is seriously being considered by Capcom however we had no problem using the 6 buttons on the standard S-NES pad.)*

## 16-BIT WARS...

Well the war of the 16-Bits between the Turbo/Genesis/S-NES has begun. I would like to know who had the most sales over the Christmas season.

Also is it true that *Aliens 3* will be coming out for the Genesis? And will Acclaim, Sunsoft and Data East will be making games for the Genesis?

**Pablo Ayala**  
Acapulco, Mexico



*Alien 3 is on it's way for the Genesis!*

(Ed. Actual sales numbers for the game systems are nearly impossible to obtain. While each company published their own numbers, verifying them is not possible. For example Nintendo has stated that they sold 2.1 million Super Nintendo's in 4 months and they are in first place. Sega states that they sold out their inventory and that their installed base is nearly 3 million systems. They say they are in first place. Who really is the leader? Probably Sega but that can't be confirmed. Nintendo says they will sell 6 million S-NES this year!

As you can see, from the photo *Alien 3* does exist and will be coming out soon for *Arena* (just recently purchased by Acclaim). Acclaim (under the name *Flying Edge*, Data East and Sunsoft will be bringing out Genesis carts this year.)



CAPCOM<sup>®</sup>  
USA

# MEGA MAN 4<sup>™</sup>



# Mega Man 4... Like Nothing Before



Crash the party at Dr. Cossack's castle!



Toad Man will have you hopping.



Rise to new heights with the Balloon adapter.

New Enemies like Dr. Cossack. **"Cruel!"**  
New Weapons like the Mega Buster. **"Devastating!"**  
New Robots like Toad Man and Skull Man.  
**"Gnarly!"** Devices like Balloon adapters and Grappling hooks. **"Handy!"**  
Get Mega Man 4—  
The rest were just warm-ups. **"Really!"**

CAPCOM<sup>®</sup>  
USA

©1992 CAPCOM USA, INC. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.  
For more information call 1-800-727-8889

Licensed by Nintendo<sup>®</sup> for Play on the

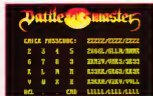
Nintendo  
ENTERTAINMENT  
SYSTEM

CIRCLE #139 ON READER SERVICE CARD.

## PASSWORD PROBLEMS..

I am writing to register a complaint about two third party games issued for the Sega Genesis -- King's Bounty (Electronic Arts) and Battlemaster (Arena). Both of these games have the same fatal defect -- long passwords are given to the player in an illegible type font. This font additionally doesn't not resemble the type font the player later uses to enter the password in an attempt to reenter the game. In the case of King's Bounty, there are about 7 or 8 characters in the former type font which can be confused with others, and the characters are crunched up against each other; in Battlemaster, the whole font is only semi-legible, and there are also several characters which resemble each other. But the real killer is the lack of resemblance between these fonts and the ones used for entering the password; there can be no learning curve if one always enters an invalid password and has no idea, or means of finding out, what he did wrong. It is also highly insulting to the player that the fonts for entering the password in both games are highly legible, implying that they could have made others if they had bothered.

William Michaels  
Hopewell, NJ



*Illegible password letters in the Genesis game - Battlemaster?*

(Ed. You're right William. Not only are the passwords unbelievably long but they are very difficult to read. While long passwords, many times, can't be avoided because there are so many different variables in the game, the font is easily controllable. In this case we agree that these companies could have picked a more legible font. Hopefully by reading this, they will pay more attention in the future.)

## TURTLES 4...?

Let me start by complimenting you on your increasingly better coverage of the Super NES. When it premiered you dumped on it but now you seem to have taken a heavier liking to it.

Well I just bought the January '92 issue and I was blown away by the sterling coverage of everything! Being a fan of the Ninja Turtle games, I loved your in-depth review of Turtles 3. No other magazine came close to such a cool preview of what looks to be a HOT game! I can't wait to get it.

Now with Turtles 3 done, what do you have to say on Turtles 4? Is it really coming out for the Super NES? Will it be unveiled at the Electronics Show? If so, please show pictures! Anything you could tell the readers about Turtles 4 would be great, especially if it's a two player game!!

Chris Leder  
Carol Stream, IL



*Turtles 4 on the Super Nintendo is the best version yet!*

(Ed. You want it...you got it! Yes it was at the CES and we couldn't tear ourselves away from it! You bet it is a two player game and there is no sign of flicker when the action gets intense. New moves, great graphics, super sound, cute animations, and even a new use for the scaling function! In this, if you do the right move, your player can grab an enemy and throw him off the screen -- not to the left or right, but he comes towards you - out of the screen! It's a new idea and very well done! For the largest and best coverage of this cart check out our super two page preview fact-file on pages 62 and 63 in this issue! All of your questions will be answered there!)

## SUPER BATTLETOADS...?

What's the story about Super Battletoads by Tradewest? Quartermann talked about it issues ago and you haven't shown anything yet. I thought you were the guys who always got the pictures first? Don't let me down!

Gabe Pona  
Hamilton, Ontario



*Super Nes Super Battletoads is on it's way!*

(Ed. As part of our editorial policy we always try to get photos to back up anything we talk about in the magazine. Getting a picture of Super Battletoads was difficult but we finally got to see the game at the Consumer Electronics Show. Even though only one level was finished, what was there looked hot! There are new super moves and, of course, it is a two player cooperative game if you so desire! Since we had our cameras we made sure to get tons of pictures of this surefire hit! Check out our special preview fact-file for lots of screens on page 88.)

## WHERE IS SOLSTICE 2...?

Several issues ago you talked about a sequel to the popular Solstice game. I believe you had it in your international section. The rotating screen trick looked different. Can you follow up on this?

Paul Kravitz  
Fortuna, CA

(Ed. We are pleased to report that the sequel to Solstice is definitely scheduled for release here in the U.S. We just got a partial copy of the game and it is everything that you say! The rotation of the screen to follow your moves is revolutionary! Check out our exclusive coverage of Equinox on page 94.)

# D-FORCE

## SEEK & DESTROY!



*"Very intense helicopter shooting action!"*  
*Electronic Gaming Monthly*

### 16 Bit High-Tech Warfare!

You've got the fastest bird to be had, but we're not sure you can handle it. If you succeed, you'll roam six countries on your search for a powerful oil-rich Mid-Eastern Dictator. If you bail like those before you, we'll all be learning a new language soon.

### Not Your Ordinary Nuclear Chopper!

But we're not looking for your average rocket jockey either. You're in command of the latest Nuclear Apache. And you've got 7 bone-crushing levels to prove yourself. Or rather, protect the American way of life.

### Hottest Game-Pak Around!

With selectable weapons, quick zoom, 16 Bit Super NES™ graphics, and the largest available game-pak (8 MEGS), we don't want to hear any whining. D-Force utilizes

thousands of colors and special shading effects, giving you more than you've ever seen on the NES™. It's downright unforgettable!

### Can You Handle the Heat?

You've got the hottest hardware out there. If you think you're quick enough to use it, you're ready for D-FORCE today!



**Asmik**  
Corporation of America

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



"And it isn't *Toto*, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to return to base and trade for weapons and some equipment (hmmm, maybe better shields?). I was half



Foreign alien races, each with their own language and culture

musings about the mission to save the universe. Half thinking about *Darlene-β*, a Denebian clone I'd met last run in.

We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from



270 star systems and 800 planets. Full-Save Compression™ maps with battery backup.



Unlaid your strategy? Arrived in real-time combat against alien warships.

# "This Ain't Kansas And The Alien Off Your Port Bow Ain't Dorothy."

jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

Visit your retailer or call 1-800-245-4525 anytime.



*Strategic, tactical, and mission goals are listed. This is a great addition to the manual from Robert Scherberg.*

SEGA GENESIS ELECTRONIC ARTS



# REVIEW CREW



## GAME OF THE MONTH

This month's Game of the Month goes to the long awaited 16 bit version of *Zelda 3*. This outstanding game faithfully continues the tradition and game play that we loved in the first two versions and adds new and improved 16-Bit graphics, excellent audio and a quest which averages a good 100 hours! You had better get your copy of the game reserved now as this super cart will be in very high demand!



**S** Having come back from the CES with tons of new carts, the boss is knee-deep in great softs. He says Turtles 4 is hot!



**E** Having finished up with his Mega CD article, Ed is now hot on the trail of the elusive Nintendo/Phillips CD-ROM!



**M** Though Martin was disappointed that he didn't see Axelay at the CES, he was content to have Gate of Thunder!



**S** Sushi-X pitched his tent in the Capcom booth and completely dominated the Street Fighter 2 S-NES game!

### Super NES - Hudson Soft SUPER ADVENTURE ISLAND

Theme: Action Available: Mar.  
No. of Levels: 20 Megabits: 8



This 16-Bit installment of Hudson's greatest adventure series is due to hit the stores soon. Your girl has been turned to stone by an evil warlock and you have taken it upon yourself to rescue her from her grisly fate. Challenge 20 different areas filled with vibrant colors and hidden power ups - 16-Bit style! Armed with a stone axe and wicked boomerang, you will face several enemies on your way to the warlock's lair.

I like what Hudson has done to revamp many of the original concepts of the Adventure Island series to get this title up to 16-Bit speed. While there are some problems in the execution of the title, and many of the most important features remain 16-Bit enhancements of the 8-Bit title, there is enough to warrant purchase.

Hudson pulled out all the stops when they developed this super cart. Not only does this 16-bit wonder retain all of the fun of the previous carts, but it goes beyond what was done in the past by adding spectacular graphics, a longer quest and some of the best music ever to come to a home video game.

Master Higgins is back for his best adventure yet! This is the best looking and sounding Adventure Island ever. The graphics are colorful and feature excellent animation. The music is done by Yuzo Koshiro (Streets of Rage & Act Raiser) so you know it's great. Solid game play ties it all together!

Super Adventure Island is a great Super NES title! The graphics are superbly drawn and are accompanied by a smashing sound track by the same mastermind who composed the Streets of Rage music. For great side scrolling adventure, here is a game to play. If the controls were better, it would be a nine.

### Super NES - Data East

### JOE & MAC

Theme: Action Available: Mar.  
No. of Levels: 24 Megabits: 8



Anybody who is anybody remembers Caveman Ninja in the arcade. Now you can play it at home on your Super Nintendo Entertainment System as Joe & Mac! This is a two-player simultaneous game, something the Super NES lacked at first, and uses the highly advanced graphics processor of the SNES to create large enemies that can fill over two screens. Two players can cooperate or compete!

I really enjoyed the visual appearance of this game. Although the overall concept has been somewhat overdone, the new look and feel that Joe and Mac possesses makes it stand apart from the crowd. There are many shortcomings to the play, but if you're an action fan who enjoys good looks, then this one's a winner!

It is good to see that companies are starting to make games that are fun to play. Joe and Mac, besides being one of the best two player simultaneous games, has some of the most numerous animations to date. This great game is fun for all and, with the bonus rounds and secret levels should offer plenty of challenge.

Joe and Mac is kind of a let down. The graphics are incredible but the animation is somewhat choppy. It looks like they're going through a hidden strobe light. The game play is fine, but it's too easy. I was at the end-boss after a couple of plays. They also took out the R-Type style power-up of the weapons.

I am sad to say that Joe and Mac is not nearly as fun as I thought it would be. While the graphics are fun to look at, the control is not the best I've seen on the Super NES, and leaves a bit to be desired. The sound is excellent, of course, but without the game play, even a 16-Bit cart is average.

# Light Boy is Bound to Attract Attention



The campfire has died and the marshmallows have been roasted. Now, thanks to **Light Boy**, the fun really starts! All my Game Boy equipment is safely stored in the **Light Boy GAME KEEPER**, which is great for on-the-go gamers, like me.

Replaceable Light

1.5  
Magnification



Batteries Included

The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder **Light Boy** is bound to attract attention.

Nintendo® and Game Boy® are registered trademarks of Nintendo of America, Inc. Light Boy™ is a trademark of Nintendo of America licensed exclusively to Vic Tokai Inc. 20904 Lochness Ave., Torrance, CA 90501.

Licensed by

**Nintendo**



CIRCLE #125 ON READER SERVICE CARD.

Super NES - Nintendo

## ZELDA III

Theme: Adv. Available: Mar.  
No. of Levels: NA Megabits: 8



Follow the further adventures of Link, hero of Hyrule, in his new 16-Bit extravaganza! Agnim, the new powerful wizard in town, has placed Princess Zelda and Hyrule under a spell of Darkness. As Link, you must explore the two sides of Hyrule, Light and Dark, to rescue her. Gather many mystical items and learn several spells to overthrow the evil Agnim. Zelda III features the classic battery back up for avid gamers.

This game lives up to all of the expectations one could have in a Super NES sequel. Like Super Mario World, however, Zelda 3 may disappoint some who expect radical changes in the overall play mechanics. No such luck here, but for a solid adventure this filled with lots to do, you can't do much better than Zelda 3.

Wow! This is the closest a game has ever gotten to a perfect 10. Everything except the graphics gets the best score possible. Unfortunately, Nintendo let us down when it comes to the graphics as there is nothing spectacular here. Still, this is the best available and one which everybody should (and will) want to buy!

Zelda 3 is one of the best video games that I've played in years. The graphics aren't the best for the Super NES, but they are an improvement over the first two games. The game play is absolutely awesome. Tons of secrets to find and a super long quest. Love it! Yet, the game seems too easy when it's in English.

Zelda III: A Link to the Past is a brilliant masterpiece from Nintendo! This game surpasses the first in every respect, right down to the last detail! While the game gives out far too many clues to completing the quest along the way, the game is awe-inspiring. I can hardly wait for the next chapter in this epic!

Super NES - Ocean

## THE ADDAMS FAMILY

Theme: Action Available: Mar.  
No. of Levels: 8 Megabits: 8



They're crazy, they're kooky, and they're the the Addams Family for Super NES! Take a leap to the wild side as you control Gomez and try to rescue the rest of the Addams Family from Abigail Craven spell. This is a side scrolling action/adventure game full of surprises, power-ups, weapons and fun. Of course, Tully and the final Boss, the Judge, will be waiting for you if you manage to rescue this spooky clan.

Sure it has a great license, but how does the game shape up? It's basically your side scrolling action/adventure, with a theme that ties into the Addams Family characters. Unfortunately, the action introduced very little that could be deemed new or original. If you loved the movie, you may find this title worthwhile, but I didn't.

The Addams Family is a good, fun game. It has the right blend of action and adventure and is not too difficult as to become frustrating to the younger players. Very good graphics and plenty of surprises are welcome features to this excellent take-off of the popular movie. A bit too easy for the better players though.

While the Addams Family was a flop for the Turbo, this cart has some cool features. I like the side scrolling Mario-type game play, but it gets repetitive rather quickly. The graphics are cool but Gomez's head is way too big for his body. The game play is good but seems slippery at times. Things could be better.

Wow! This is a fresh breath of air in a morbid market! The Turbo version disappointed me, but the Super NES version blows me away! It is next by any means the best game to hit the scene, but compared to great games like Big Run and Bombuzal, I will take the Addams Family! It is definitely above average.

NES - HOT-B

## BLUE MARLIN

Theme: Sports Available: Now  
No. of Levels: NA Megabits: 4



Never since the appearance of Black Bass last year has any fishing simulation ever come close to the true fishing experience. Now, HOT-B has returned with a smashing sequel, Blue Marlin! Select your line weight, lures, location and strength. Troll for schools of fish in the lake of your choice, and prepare for the fight of your life! Once you get a bite, you must pull, lock up and torque the line as you reel in your prize!

This game, like its predecessor, lacks flashy graphics or intense game play, but like more addictive ones such as Tetris, it makes up for it with play and technique that are worlds above most of the 8-Bit titles now on the market. This is great, leisurely-paced fun that will disappoint only the most battle-hardened jet jockies.

While I would rather be doing the real thing, Blue Marlin is about as good a simulation as you will find on a home system. The big lunkers are out there somewhere but they are not easy to find, hook or land. Definitely an addicting game which keeps the player coming back for more. Play it just for the halibut.

Blue Marlin is a good sequel to Black Bass. While a video fishing game isn't as conventional as other themes, this cart has an addictive quality to it. I'm not impressed by the graphics or sounds quality at all. Unfortunately, this isn't my type of game and I'm bored with it very quickly. Fish for compliments from Ed.

Blue Marlin, the sequel to Black Bass, is a marvelous fishing simulator for the Nintendo! From picking your lure, piloting your boat and casting your fishing rod, Blue Marlin will catch your attention time and time again. Raise your strength and stamina by working on smaller fish, compete with friends, what else?





NCAA

# NCAA BASKETBALL

When it comes to sports action, we're number one. Drive your team up and down the court with incredible mobility and realistic action. Slam dunk your way to the final four trophy, going head to head against collegiate super teams. Fast and furious competition enhanced with super graphics put you in the game. Score big with your sports game enthusiasts. Make your number one draft choice, NCAA BASKETBALL from EA America.

**SUPER AMERICAN**  
ENTERTAINMENT

**EA**  
AMERICA INC.  
Sports Specialists

7073 S.W. Clark Drive, Suite 251, Beaverton, Oregon 97005 • Tel 1 800 451-5229 • Fax 503 649-5701

EA is a trademark of EA America Inc. EA America Inc. is an Equal Opportunity Employer. EA America Inc. is an Equal Opportunity Employer.

Nintendo

Official  
Nintendo  
Game of the Year

© 1998 EA America Inc. ALL RIGHTS RESERVED. SEE BACK COVER FOR MORE INFORMATION.

## NES - Atlus WACKY RACES

Theme: Action Available: Mar.  
No. of Levels: 10 Megabits: 2



Join Muttley and all of your favorite Hanna Barbera cartoon characters in the greatest race of all time, the Wacky Races! Dastardly is hurt, and Muttley (you) must rescue him! This is not a racing game despite its definitive title. Instead, it is a side scrolling action game with four different power-ups and many enemies to conquer. On top of that, you must go through 10 harrowing levels of wacky fun.

Don't know the cartoon (I'm a Ren and Stimpy man myself) but the game play is totally lacking. It's another entry into the side scrolling action sweepstakes, with power-ups, risk incentives and more. There's not a lot here that can be called new, but fans of the genre, as well as younger players, will probably enjoy it.

I remember these cartoons and the game does a great job of recreating the original. All the characters are here and I think the idea of making NES games like this is a great idea as it provides a lot of clean fun and enjoyment for the younger player. It's a straight forward type of game that succeeds in it's game concept.

Now here's the original hot dog! You won't feel like a winner playing this 8-Bit game. Muttley is one of my favorite classic cartoon characters and bringing him to the NES is a cool idea. The game play is pretty basic and the graphics are good, but the best thing about the game is that it is really fun to play. Is Yogi next?

This is a really cute game with cool sound effects. The graphics are funny, and the characters are well-drawn. Muttley will bring you back to your early childhood years when he snickers in his own special way. The control is good and if you loved the Saturday morning cartoon, you will like the Nintendo game.

## NES - FCI POOLS OF RADIANCE

Theme: RPG Available: Mar.  
No. of Levels: NA Megabits: 4



The second in the Dungeons and Dragons series, Pools of Radiance, makes great strides over its predecessor, Heroes of the Lance. This game is played in the same overhead perspective as the mega-hit Ultima Exodus! The quest is incredibly large and complex, so it may not be ideal for younger gamers. Watch for further installments into this great epic as FCI translates new adventures from the computer classic.

I've got to admit that these games don't normally deliver real thrills for me, but this title has been put together with a much better scope than the first entry in FCI's AD&D series. From the set-up to the graphic and sound support, this game excels over the first title in almost every way, but remains a longshot in my book.

FCI, long known for creating the type of game which requires players to use their mind rather than their reflexes, has just released another very challenging cert. While not meant for joystick klunks, like Martini, if you like to use your brain once in a while this is a good game to pick up as it will provide hundreds of hours of fun.

Pools of Radiance is OK if you like running around in a maze for countless hours. I just do not like this type of game. Having poor graphics and extremely repetitive music doesn't help either. Good NES carts are definitely becoming a rare breed. This is, unfortunately, one of the majority. Doesn't look too radiant to me.

Hey, adventure lovers! Dungeons and Dragons: Pool of Radiance is here, and it rocks the socks off of its predecessor, Heroes of the Lance. The first game was inadequate, but this title really has adventure in the classic Ultima style. The overhead perspective, experience points, mysteries, clues and game play are solid.

## Genesis - Virgin Games CHUCK ROCK

Theme: Action Available: Now  
No. of Levels: 8 Megabits: 8



Originally on the Amiga computers, Chuck Rock has finally come home to the Genesis! All of the cartoony graphics from the computer are beautifully translated to the 16-Bit king, along with the humor. You must control Chuck Rock through several levels of hilarious antics, trying to find your way home. Use your belly-butt attack and "Chuck" some rocks at the enemies. This is fun from the word go!

Not since Kato and Ken for the PC Engine has a game been able to entertain me while also delivering a heavy piece of game play. Chuck Rock introduces some interesting new concepts to the standard action/adventure scenario it embraces, representing one of the best such titles since Sonic. This Chuck is rock solid!

The Genesis needs more games which provide lighter entertainment. Chuck Rock is a good example of such a game as the animations are funny and well done. The quest is long enough to keep you busy for some time and it has a difficulty curve which is set perfect for the average player.

Chuck Rock is one of the funniest games that I've played in a long time. The graphics are very cartoony and there are plenty of hilarious animations. The game play could use a little fine tuning but it is still very fun to play. Let Chuck Rock stand still for a few minutes for some really funny animations.

Chuck Rock is a great game for anyone who likes action and laughter! From the moment you start, you will be laughing hysterically! The graphics are comical, and the music jans. Try and walk underneath a dinosaur if you like a real challenge! By the way, bring a gas mask and get ready for a surprise!

# SUPERPOWER SUPERHITS



## HYPERZONE SUPER NES

- High-speed futuristic action/adventure
- Graphics that pull the most from the Super NES
- 3-D backgrounds bring you into the action
- Priced right for quick response

## HOLE IN ONE GOLF SUPER NES

- Multiple play options and difficulty levels
- Password feature saves your Hole in One, Eagle, or Albatross
- Send us your password for a Hole in One, on greens 9 or 17 and we'll send you back a Callaway Putter (retail value \$125). One winner per family, entries postmarked by 6/30/92



## VEGAS DREAM NES

- Designed for adults, the fastest-growing market segment
- Combines Blackjack, Roulette, Slots and Keno
- One to four players - lots of casino action
- Las Vegas premium book & gift scrip attached to each package, free with purchase of game, value up to \$700.00. Subject to restrictions. (\$7 processing fee)

AVAILABLE NOW IN LIMITED QUANTITIES. CALL NOW! 1-503-644-3009

Licensed by Nintendo for play on the

**Nintendo**  
ENTERTAINMENT  
SYSTEM™

**HAL**  
AMERICA INC.  
*The Funatic Specialists™*

7875 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503-644-3117 • Fax 503-644-5119

HAL is a trademark of HAL America Inc. Nintendo™, and Nintendo Entertainment System™ are registered trademarks of Nintendo of America Inc.

CIRCLE #110 ON READER SERVICE CARD.



## Genesis - Electronic Arts **MARBLE MADNESS**

Theme: Race Available: Now  
No. of Levels: 6 Megabits: 4



From the cult following in the arcade, to the Nintendo Entertainment System, to the GameBoy portable, Marble Madness has finally rolled on over to the Genesis! Control your marble as you race through six different wacky courses full of obstacles and challenges. Try the Practice Race, Beginner Race, Intermediate Race, Aerial Race, Silly Race, and finally, the Ultimate Race to reach the last goal!

While I was one of the biggest fans of the coin-op, this version is nearly pixel perfect in its appearance. Falls way short in actual game play. Like nearly every rendition, the control of this 16-Bit update is truly lacking. Together with only six rounds of play, the great looks of MM could have made this cart a winner.

Marble Madness and Q\*Bert suffer from the same type of precision control. Both games are excellent in graphics and concept but neither, in any form, for any system, could get by the quick frustration which comes when you move the control in the direction you want it to go and then it goes off in a slightly different direction.

Marble Madness is a good translation for the Genesis. The graphics are pretty cool and the sound effects are very good but the game play is choppy and the control is non-responsive. This is a hard game to bring over because of the lack of a track-ball and ends up being a disappointment. Only an average arcade conversion.

Marble Madness is just that, sheer madness! Very few Marble Madness conversions can stand up to the coin-op, but this comes close! Sad to say, however, the GameBoy version is much better than the Genesis game. Even without the color, the GameBoy game has much more control. Sorry!

## Genesis - Namco **ROLLING THUNDER 2**

Theme: Action Available: Now  
No. of Levels: 11 Megabits: 8



The sequel to the original arcade hit has appeared on the Genesis! You have successfully rescued your girlfriend, who is also your partner, and have started a well-deserved vacation, when you receive the call: a new terrorist group has begun stealing satellites from Earth's orbit, creating world-wide chaos and disruption. Both of you are well trained experts against terrorism, but these are not your ordinary villains...

From the awesome execution, incredible graphics and truly stupendous cinema storyline, Rolling Thunder 2 is one of the most challenging and entertaining action carts to appear on the Genesis. Sure, you still can't shoot while you're in the air, but all in all, this game has action and adventure that can't be matched!

I loved this game at the Summer CES and Namco has fine-tuned it to perfection! As a shooter it is excellent, but as a two player cooperative game it's superb! Top notch graphics, fluid animation and a quest which goes from average to hard the further you get into it. The password is a nice extra!

This is one of the best action carts that I've seen for the Genesis. The graphics are great and the music is absolutely awesome. The control is almost perfect and the game play is arcade style to the core. This is one challenging cart and will keep even the best gamers going. Cool cinema displays top it off.

Excellent! Rolling Thunder 2 is awesome! The graphics rival the coin-op, and the two-player option rocks! The cinemas are great, and the music is very decent. Even though the game itself is just a rehash of the first, Namco made many improvements. As a side scrolling shooter, Rolling Thunder 2 is a charmer!

## Genesis - Virgin Games **TERMINATOR**

Theme: Action Available: Now  
No. of Levels: 8 Megabits: 8



The future is here. Mankind is destined to become extinct unless you, Kyle Reese, can stop the SkyNet computer revolution. Their fondest creation, a Terminator (Cyberdyne Model 101), has been sent back to the year 1984 to terminate the human leader's mother, before she can give birth to him! Follow the Terminator through each of the memorable scenes straight from the movie cult classic. Awesome cinemas!

This game has a cool pace and graphics that match the tone of the action from the movie. Although the game play is a bit abbreviated, the concepts behind it expand upon the Terminator mythos and really charge you into the adventure. There are some minor problems in control, but overall the action is top-notch!

Virgin is on a roll! First Chuck Rock and now a great action shooter featuring Arnie himself. This soft has been fine tuned to perfection and is a must have for all Genesis players who like a good action game. Digitized stills add to the overall game as does good control and great game play. Challenging, yet not too difficult.

Ho's Back, and Arnie's even badder in 16-Bit. The graphic and sound quality of this cart is incredible. The music is full of heavy bass lines and pounding drums. The visuals are top notch and feature well animated digitized graphics. Great game play and fast paced action from beginning to end make this cart a winner.

Wow! The movie was great, and the Genesis title is nearly as good. Terminator is just about the best story line for a movie, as well as a rocking Genesis game! Do not worry, this game is not another movie-turned-video game disappointment. The graphics are splendid, and the music has a vivid beat.

# TERRIFIC GAMES FOR THE PRICE OF ONE!

**INCREDIBLE**

**VALUE!**

4 Games In One  
Cartridge

TM

TREASURE ISLAND DIZZY™



LINUS SPACEHEAD™



**4**

**QUATTRO**  
Adventure

TM

TM

BOOMERANG KID™



SUPER ROBIN HOOD™



Written by  
**CODEMASTERS**

Published by

**CAMERICA**



Thor Hackerlund

**NINTENDO  
WORLD  
CHAMPION**

“I like all four games on Quattro Adventure, but my favourite is *Super Robin Hood*. Getting through the Sheriff's evil castle is challenging and fun, but saving Maid Marion made it all worthwhile. Getting four adventure games on one cartridge is terrific.”

The Quattro Series  
from

**CAMERICA GAMES™**

EASY TO PICK UP. HARD TO PUT DOWN.

**Look for Quattro  
Adventure at  
your video or game store**

U.S.A. (708) 498-4525  
Canada (416) 470-2791

Genesis - Data East

## TWO CRUDE DUDES

Theme: Action Available: Now  
No. of Levels: 6 Megabits: 8



Horrible explosions rocked the city of New York to its knees in the year 2010. These nuclear blasts destroyed the city, and reconstruction did not begin until after 10 years had gone by. Amidst this chaos, a new order emerged, called "Big Valley." You and a friend are Biff and Spike, two crude mercenaries on a mission. You must stop the impending invasion of Big Valley and collect big rewards along the way.

This game never really did develop a following in the arcades, but that doesn't mean the concept is bad. You've got street fighting in front of a scrolling backdrop that looks pretty good on the Genesis. There's not the same level of depth in the fighting as say a Street Fighter 2, but the action is decent.

If you look at this game as a serious cart then it falls short of one's expectations, but if you look at it as a spoof on the Double Dragon series and then aimed at the younger player, you see it's real potential. It's loads of fun as a two player cooperative game and set easy enough to keep the kids interested.

Two Crude Dudes could have been a really cool game if more time were taken to polish it up. The graphics are kind of overdone and the animation is choppy. The game play is OK but gets really repetitive after a few rounds. The bosses are cheesy and don't offer any real challenge to the better players.

Two Crude Dudes is far too easy to really attract serious gamers. Even on the hardest level, the game is simple to finish! The graphics are good, but the music is a little crummy. Still, kids will go gaga over the cartoonish feel and the easy to learn controls. Since it is a two-player simultaneous game also, it deserves a decent score.

Game Boy - Accolade

## MISSILE COMMAND

Theme: Action Available: Mar.  
No. of Levels: NA Megabits: 1



This is the arcade classic from Atari, miniaturized down to the GameBoy screen. You are the commander of two Patriot missile outposts. Your mission: protect your cities and outposts from the SCUD missiles shot from the enemy. Your objective is purely defensive; you cannot project your own missiles at the enemy. Watch for enemy aircraft, smart bombs, and of course, the deadly SCUD missile.

This is a classic coin-op that, while losing some of the challenge, holds up quite well on the GameBoy. The action is overly complex, in fact, it eventually becomes repetitive, but for anyone who wants to relive the end of the world like they did in the arcades, Missile Command keeps its promise until the very end!

Now I've seen all of the classics. Space Invaders, Dig Dug, Pac Man and now Missile Command. My question is why? I thought they were great 12 years ago but now they are old news. I know why, since Nintendo is pushing the GB as a yuppie toy these old folks, who have lost their reflexes, can relive old memories!

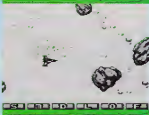
Of all the games to bring over to the GameBoy I would never have chosen this one. The classic arcade game was good for its time and the track-ball control was cool but when you take the color and the control away and you don't get much of a game by today's standards. The game play is kind of good but not worthy of praise.

Surprisingly enough, Missile Command is a good GameBoy game. Why not? The original never needed any flashy colors or high-tech graphics. Nor did it require special effects or jammie sounds. Since it does not scroll, the terrible blurring effect will not occur. Take it from me, very few games can play well on the GameBoy.

Game Boy - Konami

## GRADIUS:INTERSTELLAR ASSAULT

Theme: Shoot Available: Now  
No. of Levels: 6 Megabits: 1



Nearly everyone is familiar with the Gradius series, and finally, the second in the series has been translated to the GameBoy. Soar through six challenging levels loaded with power-ups and invading spacecraft. Though it has been a while in the making, this arcade classic is now portable! Take in the crisp graphics, a new music soundtrack, and the control you have come to enjoy from the Nintendo GameBoy.

I like the Gradius series and the GameBoy version does a decent job of expanding on what has become one of my favorite shooters. There are some problems with identifying obstacles in certain rounds due to the limitations of the GameBoy, but overall, the action, graphics and execution deliver all that is promised!

Fast action shooters are hard to do on the slow moving GameBoy screen. While Konami has done everything possible to minimize this problem, blurring does pop up once in a while. Still, the game does play well end all of the fun and challenge is in there. I like it as it is and think you will too. The action is fast and furious.

Gradius IA is one of the best GameBoy shooter that I've seen. The graphics are really good for being black and white and the music is some of the best that Konami has ever done on the GameBoy. The power-ups are cool and the end bosses are big and mean. I wish that the screen didn't blur so much though.

Gradius for GameBoy! Hoo-boy. It is a decent game, but the blurring ruins some of the game play. As a matter of fact, in certain areas, you may as well not even guide your ship because it becomes nearly invisible amidst the chaos. Take your chances with something less volatile like Missile Command.



## NINTENDO WORLD CHAMPION

“Go for Gold . . . Racing competition, tense action, challenging adventure and just great fun are available in America's Gold Series Games. Setting new standards in game play.”

Thor Aackerlund

### Micro-Machines™

The best and most innovative racing game on the N.E.S. ever! Excellent two player interaction. 27 different circuits – race under bridges, power slide around corners and more! Constantly challenging. . . it's great family fun.



### The Fantastic Adventures of Dizzy™

An exceptional role playing cartoon adventure featuring Britain's best selling video game character. Exciting worlds of logic, memory and adventure for the whole family.

### Bignose the Caveman™

Join Bignose on a pre-historic hunting adventure that will take you over four islands, through perilous caves and even up into the sky. Bignose . . . fun and adventure at its best.



### The Ultimate Stuntman™

Doctor Evil is working on the ultimate weapon – so the President calls on the only one who can stop him! A fantastic action adventure featuring innovative advances in graphic quality for action packed fun.

### EACH GOLD SERIES GAME FEATURES:

- Over 100 hours of dynamic game play
- Exceptional graphic quality
- Massive 2 Meg game

LOOK FOR GAMES AT YOUR VIDEO OR GAME STORE

# THE GOLD SERIES

## FROM AMERICA GAMES™

EASY TO PICK UP. HARD TO PUT DOWN.

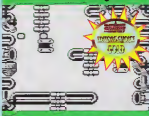
U.S.A. (708) 498-4525 Canada (416) 470-2791



Game Boy - Capcom

## MEGA MAN II

Theme: Action Available: Now  
No. of Levels: 10 Megabits: 2



Any Mega Man fan is sure to love this game! Mega Man 2 for GameBoy takes some of the best bosses from Mega Man 2 and Mega Man 3 on the NES and creates a whole new mega-experience! One new weapon is the Rush Pogo Stick, including Rush Coil, Rush Jet and Rush Marine. After defeating the eight main bosses, you must go after Dr. Wily in his Skull Laboratory. Just wait until Mega Man 3!

All of the technique, action, lively graphics and animation from the NES versions of Mega Man have been captured for his second GameBoy adventure. Mega Man 2 on the GB is a great addition to the portable's library of adventure titles and definitely a sure-fire pleaser for anyone familiar with the Mega Man saga.

Mega Man is a natural for the small screen and Capcom knows how to do it right. Great game play, good control and decent music are but a few of the great parts that make up this super soft. Having a portable Mega Man is cool and this version is the best yet! How will they be able to pack a 4 meg Mega Man 3 in a GB?

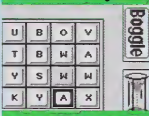
Mega Man is back for his 2nd adventure for the GB and he's looking better than ever. Even though this is the GB we're talking about the graphics are very well done and the music is also impressive. The game play is near perfect and they've even thrown in the side move from Mega Man 3. Mega cool stuff man.

Ahh! Mega Man 2! This is a good game for the GameBoy. Capcom continues to amaze us by creating nearly impossible games for difficult systems (i.e. Street Fighter 2 on the SNES, p. 84.) The control is just as unbelievable as the Nintendo version, and the only thing it lacks is the vibrant colors.

Game Boy - Parker Brothers

## BOGGLE

Theme: Puzzle Available: Now  
No. of Levels: NA Megabits: 1



The popular dice game of yesteryear comes to the present on the GameBoy. This vision of jumbled word fun is from Parker Brothers, the leader in Video Board Games. After the computer electronically shuffles a number of letter dice, you must create words by moving up, down, left, right or diagonally across letters. The larger the word, the higher your score! Find as many words as possible to win.

This game is a natural for the GameBoy with one important problem: it can't play the game right! I love Boggle and the computer-assisted play on the GB works just fine, but the whole process of entering responses to the letters is too tedious and most of the words aren't recognized! Frustrating - not fun.

Boggle is a natural for the Game Boy especially since it is portable. I suppose this is another yuppie game as could you picture two yuppies 'figging' it out as they 'do lunch'. Not too exciting and even worse since it's dictionary is too small. It is quite easy to come up with normal words that it hasn't heard of.

No you don't have to shake your GameBoy before playing this version but it surprisingly plays a good game of Boggle. There's a good variety of games that you can play. My favorite is the Category Mode. This game isn't spectacular but does have some good qualities. Needs more than 10,000 word vocabulary.

Boggle is just about the worst game I have ever seen for the GameBoy! The only thing good about it is the idea. This is a good travel game, with one exception: do not expect the GameBoy to recognize even 50% of completely valid words. At least if you have the real game, you could double check a dictionary.

Lynx - Atari

## TOKI

Theme: Action Available: Mar.  
No. of Levels: 8 Megabits: 2



Toki is one of the early humans struggling to survive in a chaotic, prehistoric world. Toki and his soul mate were relaxing one day, when a great castle rose from the mountains. His girl was kidnapped and he was mutated into an ape. In this form, Toki can shoot energy from his mouth and defeat enemies. He must rescue his girl before the evil Dark Lord uses her in a supreme sacrifice to the Dark gods.

Anyone who likes this cult classic of an arcade title will finally be pleasantly surprised to find the very best translation yet on the Atari Lynx. The action in this game is even more fun on the portable screen, allowing me to get into the action even more than I did at the arcade! A great game that's a must for Lynx owners!

Atari is coming up with quite a few good titles for it's portable system! Toki is definitely one of them as it has good, controllable game play and is difficult enough so that players won't blow through it on their first try. Very good graphics and true arcade play! Definitely a must have for all Lynx owners.

Toki is a good arcade translation for the Lynx. The game play is just like the arcade, not a bunch of made up levels like the Genesis version. The graphics are colorful and well animated but the music isn't too great. I wish that Atari would invest in some good sounds and music when a game plays this good.

Go Lynx! Toki is a marvelous translation from the coin-op to the Lynx. The color is vibrant and delicious and the control is outstanding! I really enjoyed the arcade game, and was somewhat disappointed with the Genesis version. This, however, is a true translation that even feels like the coin-op. Good job, Atari!



# CATCH THIS!

YOUR CHANCE TO REEL IN THE BIG ONE!

HOT-B presents the exhilarating and backbreaking challenge of saltwater fishing for your NES™.

Below the warm blue waters, off the world's most famous deep-sea fishing destinations, awaits the ultimate fishing trophy... THE BLUE MARLIN.

Match your strength against the writhing frenzy of the powerful Blue Marlin.

THE BLUE MARLIN is not another fish story! It's a realistic fishing simulation, guaranteed to get you HOOKED!

STILL A BIG HIT!

NINTENDO ENTERTAINMENT SYSTEM™



Licensed by  
**Nintendo**

HOT-B



TM and © 1991 HOT-B USA INC.



HOT-B

HOT B™ USA, Inc., 1255 Post Street,  
Suite 1040, San Francisco, CA 94109  
(415) 867-9501

© TM 1991 HOT B U.S.A., Inc.

Nintendo, Nintendo Entertainment System, and NES are registered trademarks of Nintendo of America, Inc.

CIRCLE #128 ON READER SERVICE CARD

# ELECTRONIC GAMING MONTHLY & ELECTRONIC ARTS SPORTS NETWORK PRESENT...

THE GAMES OF MARCH 1992...  
APPEARING IN LOCAL STORES NOW!

EA AND ESN PRODUCT INFORMATION LISTED IN THE COLUMNS ABOVE ORIGINALLY  
THE INFORMATION BELOW WAS SUPPLIED BY EACH OF THE INDIVIDUAL COMPANIES, AND IS CURRENT AS OF JAN. 23, 1992.

## NINTENDO

- Attack of the Killer Tomatoes*  
THQ - Action
- Bucky O'Hare*  
Konami - Action
- Dragon Warrior 3*  
Enix - RPG
- Firehouse Rescue*  
Gametek - Edutainment
- Gemfire*  
Koel - RPG
- G I Joe: The Atlantis Factor*  
Capcom - Action
- Ghoul School*  
Electrobrain - Action
- Hudson Hawk*  
Sony Imagesoft - Action
- Killer Monster in my Pocket*  
Konami - Action
- Mutant Virus*  
American Softworks - Action
- Nightshade*  
Konami - Action
- Paperboy 2*  
Software Toolworks - Action
- Pool of Radiance*  
FGI - RPG
- Race America*  
Absolute - Sports
- Star Trek*  
Konami - Action
- TMNT 3 - Manhattan Project*  
Konami - Action
- Wizardy 2*  
Acxi - RPG

## SUPER NES

- Adams Family*  
Ocean - Action
- Arcana*  
Hal - RPG
- Ascii Pad*  
Acxi - Accessories
- Legend of the Mystical Ninja*  
Konami - Action
- Nolan Ryan Baseball*  
Romstar - Sports
- PGA Golf*  
Electronic Arts - Sports
- Raiden*  
Electrobrain - Action
- Romance of the Three Kingdoms 2*  
Koel - RPG
- Roundball*  
Software Toolworks - Sports
- Super Battle Tank*  
Absolute - Simulation
- Super Pit Fighter*  
THQ - Sports
- World League Soccer*  
Software Toolworks - Sports
- The Legend of Zelda: A Link to the Past*  
Nintendo - RPG/Adventure



ELECTRONIC ARTS SPORTS NETWORK

# HOT PICK OF THE MONTH

# GAMEBOY

**Amazing Teler**  
Atlas - Puzzle

**Asteroids**  
Accolade - Action

**Boggle**  
Parker Bros - Puzzle

**High Stakes**  
Electrobrain - Simulation

**Infogenius: German &  
Japanese Translator**  
Gametek - Educational

**Missile Command**  
Accolade - Action

**Nail 'n Sciss**  
Data East - Action

**Pyramids of Ra**  
Matchbox Toys - Puzzle

**Star Saver**  
Telfo - Action

**Star Trek**  
Konami - Action

**Tiny Toons Adv: Bab's Big  
Adventure**  
Konami - Action

**Turn & Burn**  
Absolute - Action

# LYNX

**Baseball Heroes**  
Atari - Sports

**Toki**  
Atari - Action

# TURBO

**Lords of the Rising Sun**  
NEC CD Rom - RPG/Simulation

**Valis 3**  
NEC CD Rom - Action

# NEO GEO

**Football Frenzy**  
SNK Home - Sports

**Mutation Nation**  
SNK Home - Action

# MASTER SYSTEM

*Nothing will be released  
this month.*

# GENESIS

**Frankie Fink**  
Virgin - Action

**Corporation**  
Virgin - RPG

**David Robinson's Supreme  
Court**  
Sega - Sports

**Desert Strike: Return to the  
Gulf**  
Electronic Arts - Action

**Devilish**  
Sages Creation - Action

**Galaxy Force 2**  
Sega - Shooter

**Golden Axe**  
Electronic Arts - Action

**Kid Chameleon**  
Sega - Action

**Paperboy**  
Tengen - Action

**Sol - Deas**  
Renovation - Action

**Star Odyssey**  
Sages Creation - RPG

**Syd of Valis**  
Renovation - Adventure

**Lightning**  
Sega - Action

**Foot Drive 2**  
Ballistic Sports

**Two Crude Dudes**  
Data East - Action

**Valis - The Phantasm Soldier**  
Renovation - Adventure

**Where in Time is Carmen  
San Diego?**  
Electronic Arts - RPG

**Wonder Boy In Monster  
World**  
Sega - Action

# GAME GEAR

**Ax Battler**  
Sega - Action

**Crystal Warriors**  
Sega - RPG

**Fantasy Zone**  
Sega - Action

**Game Gear Carry All**  
Ascii - Accessories



Stay in touch with this scorching line up of 16-Bit sports hits. EASN is happening! Join now and get:

- Advance information on new EASN titles
- Gameplay tips and special offers
- Complete EASN Player's Association Membership kit including a prime baseball cap, sunglasses with cool SungZ, embroidered patch, sticker pack and more. A \$30 value yours for \$10.

Send check or money order plus \$4.50 shipping and handling to EASN Player's Association, P.O. Box 7530, San Mateo, CA 94403-7530. Allow 4-6 weeks for delivery. Is this a deal or what?



# "WOW!"

...THE HOTTEST GRAPHICS WE'VE EVER SEEN!"

—*GamePro TV*

"...INTRODUCES A SENSE OF REALITY NEVER BEFORE SEEN ON THE SUPER NES™!"

—*VideoGames and Computer Entertainment Magazine*

"SETS A NEW STANDARD IN VIDEO GAME ANIMATION... SUPERB! LIKE PLAYING THE MOVIE!!"

—*Game Players Magazine*

"AWESTRUCK!"

—*Electronic Gaming Monthly*



# T H E R O C K E T E E R



For the Super Nintendo Entertainment System.

**Disney**  
SOFTWARE

© The Walt Disney Company



Licensed by Nintendo

**Nintendo**

Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America, Inc.

**IGS**™  
INFORMATION  
GLOBAL  
SERVICES,  
INC.

IGS is a trademark of Information Global Services, Inc. 32 West Colverton Blvd., Pasadena, CA 91105

CIRCLE #127 ON READER SERVICE CARD.

# GAMING GOSSIP

...Super NES CD-ROM Update...Sonic 2 Lands In CD, Cart and Arcade ...Sega/JVC Introduce Wonder Mega...  
...Color GameBoy Nears Completion...Acclaim Acquires Arena...New Street Fighter 2 Game...CES Picks...

...Blow my quarters and power me up, 'tis I, Quartermann, back once again with a bulging bag of booty straight from behind the closed doors of the video game heavy hitters! We've got a bumper crop of very special gossip from the floor of the Winter Consumer Electronics Show, where the rumor mill was in overdrive and yours truly was putting in overtime...The big news at the show was the first disclosure of information pertaining to the Nintendo CD-ROM system. Not only will this new super drive function as a separate co-processor that speeds up the action on the big 'N's 16-Bitter, it will also be upgradable to be compatible with the Phillips CD-I unit! What packs an even greater punch, however, is the fact that Nintendo plans to get their mega peripheral into your home for under 200 bucks! Although some rumors indicate a delivery schedule that will land the system on store shelves prior to Christmas this year, the Q-Minator sez "Don't count on it!"...

...Thrusting into other CD gaming news, the Q-Mann has heard rumors from sources within Sega that the upcoming release of their Mega CD drive will be accompanied with Sonic the Hedgehog 2 as the pack-in! Sonic will also make sequel appearances in both a cartridge based game as well as an arcade game on Sega's System 32 that invites multiple players to assume the role of different colored Sonics! Way cool!...In other Sega CD developments, the Genesis/CD-ROM hybrid now being created by the technical wizards at JVC has been given a working title: the Wonder Mega. Stupid name for a super system...Joe knows tomatoes...Q-Man-Fu sees Batman 2 as an adventure RPG on the Nintendo and Super NES...

...Riding high on the first info of a color GameBoy from Nintendo last year, Quartermann has discovered that the machine is now reaching the final stages of development, with certain suits gaining access to preliminary discussions with the big 'N' during the recent CES in Vegas. The unit, which is rumored to be maintaining the same basic size and structure as the original GameBoy is being called (are you ready for some originality???) the Super GameBoy! The device is rumored to be set for a late '92 release and could come in under the \$100 magic mark at toy stores near you! An unconfirmed report in to Quartermann also has this powerful portable using a dot matrix screen similar to the one employed in the GameBoy and having full compatibility with your original black and white and grey carts. The Q-Mann throws Nintendo a big yawn for that, but the concept of a new color portable gets me tranked, especially when you consider the long list of developers who will produce for it...

...Acclaim has devoured Arena software in an attempt to keep their expanding empire on the cutting edge! Look for Alien 3 to turn up on other formats outside of the Genesis as well as in other more exciting places...Speaking of Alien 3, did you see that story about Ms. Ripley getting attention from an anxious alien in the new flick? Don't know about you, but I don't buy it...Look for Street Fighter 2, the ultimate 16-Meg fighting game for the Super NES, to turn up again in the arcades with a new name! Tournament Street Fighter 2 will include all new moves as well as some unique characters to go at one-on-one! Quartermann doesn't know yet if Capcom will include some of these enhancements in their 16-Bit SNES version, but I wouldn't be surprised!...

...In closing, Mr. Q. would like to give all of his little friends a recap on what was the best of the best at the CES...Street Fighter 2 was buff on action like no other 16-Bit title, even if it was only 25% done, Wings 2 was a great fighting simulation in the same spirit as Pilot Wings with probably the best overall use of Mode 7, Splatterhouse 2 gets my vote as one of the coolest looking Genesis carts, and Turtles 4 ranks right behind Smash TV as one of the best arcade to home conversions this pair of eyes has ever seen...That wraps it up for this issue my Q-Fans! Remember to always go for the big points, never miss that power-up and try to have a lovely day...

**- QUARTERMANN**

**SUPER NINTENDO**  
OF TURBOFAST PROGRESS!

**THIS IS YOU  
WITH YOUR  
SUPER NES.**

ASCIIWARE

**THIS IS YOU WITH  
YOUR SUPER NES<sup>™</sup>  
AND THE**

**ASCIIPAD!**

The asciiPad.<sup>™</sup>  
For Super Selective  
Turbo Propulsion Power.

- **INDEPENDENT TURBO CONTROL FOR ALL BUTTONS** puts more power of your fingertips!
- **SLOW MOTION CONTROL** buys you time to get out of those tight spots!
- **HANDS-FREE AUTO TURBO** lets you fire 30 shots per second without even pressing a button!

Any questions? 415/570-7005.

CIRCLE #202 ON READER SERVICE CARD.

The Super Controller for the Super NES!<sup>™</sup>



© 1992 ASCII Entertainment Software, Inc. P. O. Box 9033, San Mateo, CA 94409. Telephone: 415-570-7000. ASCII Pad and Propulsion are trademarks of ASCII Entertainment Software, Inc. Nintendo Entertainment System, Super NES and the official Nintendo logo are trademarks of Nintendo of America, Inc.





## Don't Laugh-He's Probably Related to You!

Long before there was a Beedrock, there was a Chuck Rock.

But Chuck Rock hasn't been the same since his long-time rival in love, the evil Gary Gritter kidnapped his wife, the luscious Ophelia.

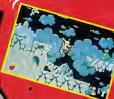
Kick, throw rocks and belly-butt your way through a variety of comical zones featuring over 500 exciting screens of gameplay as you help Chuck in his quest to rescue Ophelia from the evil Gary Gritter.

In addition to using good old fashioned brute force on a host of stone-age critters, you'll have to use a little Crakmogon grey matter to solve puzzles as you weave your way through five challenging levels including a scary cave, an ice Age, a hazardous water world and even a dinosaur graveyard.

For pricing and orders, please call 800-542-9037. Visa, Mastercard, American Express and checks accepted.

DEVELOPED BY  
**SEGA GENESIS**  
THE ORIGINAL

Licensed by Sega Enterprises Ltd for play on the SEGA GENESIS™ SYSTEM. CRUCK ROCK is a trademark of Virgin Games, Inc. and Core Design Ltd. © 1991 Virgin Games, Inc. and Core Design Ltd. All rights reserved. Sega is a registered trademark of Sega Enterprises Ltd. SEGA and GENESIS are trademarks of Sega Enterprises Ltd.





# SHARPEN

# Young Skills

**C**an you hack it? As the imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar the evil tyrant who has stolen her father's throne.

**PRINCE OF PERSIA™** will plunge you into an exotic world of challenging puzzles and non-stop action, featuring the most fluid and realistic animation you've ever seen on your Game Boy®!

You may be swift and cunning enough to slash your way past palace guards and dodge trap doors... but how will you withstand the wicked sorcery of Jaffar?



▲ Twelve levels with many different opponents of increasing difficulty.



▶ Movie-like storyline with intrigue, romance and surprising twists. ▶



▲ Fluid, stunning animation and quick responsive controls.

▶ "An unmitigated delight...."  
NIBBLE

▶ "A tremendous achievement...."  
COMPUTER GAMING WORLD

▶ "Prince of Persia" is the  
Star Wars of its field."  
COMPUTER GAMING WORLD



Prince of Persia is a trademark of Broadsword Software, Inc. © 1989, 1991 Broadsword Software, Inc. Jordan Mechner. All rights reserved. Licensed by Virgin Games, Inc. Virgin is a registered trademark of Virgin Enterprises Ltd. NINTENDO GAMEBOY and THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. © 1989 NINTENDO OF AMERICA, INC.

LICENSED BY  
**Nintendo** **GAMES**

Virgin Games, Inc. 18061 Fitch Ave., Irvine, CA 92714 TEL: 1(800) VRG-IN07

CIRCLE #115 ON READER SERVICE CARD.

# EGM EXPRESS

## NINTENDO RELEASES SPECS ON SUPER NES CD-ROM...!

At the Winter Consumer Electronics Show Nintendo quietly sent out a press release on its upcoming Super Nintendo CD-ROM drive. This announcement revealed, at least partially, what kind of unit Nintendo is planning on bringing out.

From the sketchy specifications, the Nintendo CD-ROM appears to be capable of doing many of the same tricks that Sega's Mega CD-ROM unit can do. All for a price that is almost half of what Sega's unit is selling for in Japan.

### CO-PROCESSOR

Sega has gone to great extremes to include a state-of-the-art co-processor into their unit. This 16 bit chip runs at a very fast 12.5 MHz and can also do bilaxial scaling, rotation, zoom and fade. Full motion video (at least 1/2 screen) has already been demonstrated. Nintendo does not give a lot of information about its co-processor other than the fact that it will allow full screen full motion video. Whether it will run faster (it can't run any slower!) and help cure the problem of slow-down and flicker has not been revealed.

### SYSTEM MEMORY

Sega's Mega CD-ROM comes with 6 Megabit of RAM. Nintendo claims that their unit will have 8 Megabit. While larger, this is mainly a numbers



An artist's rendition of Nintendo's new Super Famicom / S-NES CD-ROM.

game as both can more than handle any type of game information.

### ACCESS TIME

Both systems are utilizing the current state-of-the-art in CD-ROM drives. Access speeds are virtually identical but what Nintendo is not saying is how reliable their drive will be. Sega has gone to great measures to get a drive which will be error free over a very long period of time and this adds to the expense of the unit.

### CD-I COMPATIBILITY

CD-I is rapidly becoming the CD standard for interactive video. Nintendo is working with Phillips in creating

a special CD-ROM XA "bridge format" and this will allow the Super Nintendo CD games to play on the Phillips CD-I hardware.

### OTHER FEATURES

The Super NES CD-ROM will be the same size as the Super Nintendo game system (9.5" deep, 7.9" wide and 2.9" high). It will connect to the EXT. port on the bottom of the Super NES, and it will take on the stacked appearance as Sega's system/CD-ROM drive. With the units stacked on top of each other, the Nintendo CD-ROM will not have a lower price 'flip-up' cover as found on the NEC CD-ROM. The access door will be motor driven, like Sega's unit. Like the NEC CD-ROM, the Nintendo unit will require a System Cartridge which contains the RAM, ROM and their graphics co-processor. This System cartridge will plug into the cartridge slot on the Super NES.

### PRICE

The biggest surprise is the price. Nintendo claims that their CD-ROM unit and System Cartridge will cost only \$200. The Sega CD-ROM is currently selling for \$380 in Japan.

### AVAILABILITY

Sega originally hinted that their unit will be available this Summer. Now, they are stating some time in the second half. Nintendo states January 1993, but sources are saying they will push it up to September 1992!



The CD-ROM will connect to the Super Nintendo through the port on the bottom of the Super NES.

### CD-ROM SPECIFICATIONS:

Spec.	Nintendo	Sega
Memory-RAM	8 MBit	6 MBit
Sub-memory	1 MBit	1 MBit
System ROM	2 MBit	1 MBit
Access Time(Min)	0.75 Sec.	0.8 Sec
Access Time(Max)	1.30 Sec.	1.4 Sec
Co-processor	Yes	Yes
Scaling,Rotation	Unspecified	Yes
Motion Video	Yes	Yes
CD-I Compatible	Yes	No
Cost	\$200	\$380 (Japan)
Available	Jan. '93	2nd Half '92



Star Trek: The Next Generation by Spectrum HoloByte will be one of the first Super NES CD-ROM games!

**BAN  
DAI**

# DICK TRACY



## EXTRA! EXTRA! DICK TRACY IS BACK!

With a completely new story line, the Dick Tracy Game Boy version picks up where the popular NES game left off. And this time, he goes where ever you and your Game Boy goes.

Big Boy Caprice has escaped from prison and within hours a crime wave has hit Chicago the likes of which have never been seen. It seems that all the filth of the city has crawled out from beneath some slimy rock... the Brow, Pruneface, Flattop, Shoulders, and the rest of their ruthless cohorts are on the rampage again.

But worst of all, that dirty dealing Big Boy has kidnapped Tess Trueheart!! Suddenly, Tracy's two-way wrist radio breaks the silence. "Calling Dick Tracy! Calling Dick Tracy!" He springs from behind his desk and bursts through the squad room door shouting "O.K. boys, let's go! This could be our lucky break!"



LICENSED BY

**Nintendo**

Licensed by Nintendo for play on the Nintendo Game Boy.  
 Distributed by Bandai of America, Inc.  
 12851 E. 166th Street, Carrrito, CA 90701 (916) 906-0947  
 Bandai is a registered trademark of Bandai of America, Inc.  
 © Touchstone Pictures, Inc.

Nintendo and Nintendo Game Boy are trademarks of Nintendo of America, Inc.

CIRCLE #119 ON READER SERVICE CARD.

## GALOOB DEMONSTRATES GENESIS GAME GENIE COLOR GAMEBOY IN DEVELOPMENT

Lewis Galoob Toys Inc., U.S. distributor of the Nintendo Game Genie, demonstrated at the Winter Consumer Electronics Show a working prototype of a new Game Genie for Sega's Genesis game system. Unlike the Nintendo version, the Genesis Game Genie carries Sega's Seal of Approval and it is a licensed Sega product! That means it is being done with the blessings of Sega and there will not be any lawsuits down the road.

The Genesis Game Genie has the same shape as a Genesis cartridge but it is about one inch longer. Like the Nintendo version, the Genesis Game Genie fits into the cartridge slot on the system, and the game cartridge plugs into the Game Genie. When you turn on the system a Game Genie intro screen appears and then it switches to the code screen. This screen has the input letters and numbers and five empty lines to type in the codes. Since Genesis games are generally more complex than Nintendo carts, there has to be a wider variety of input codes. To be able to do the same things in the Genesis games as on the Nintendo carts, most of the alphabet plus all of the numbers are needed in order to provide proper input of all the programming variables. For instance, in the working CES demo, three lines of codes were necessary to make Sonic the Hedgehog invincible. A spokesperson stated that Galoob plans to offer a wide variety of codes in order to do all of the cool tricks that the Nintendo version allows - skip levels, more



*Galoob's new Game Genie for the Sega Genesis includes a book of codes for over 100 games. Best of all, the Game Genie will be coming out with Sega's Seal of Approval*

weapons, infinite lives and stronger powers.

Galoob plans to have the Genesis Game Genie ready in the near future. It, tentatively, will be priced in the \$50 to \$70 range. Like the Nintendo version, a book containing codes for over 100 of the most popular Genesis games will be included in the Game Genie package. Updates for the newer games will be made available to players on a regular basis.

We were very impressed with the test codes that Galoob had for the Genesis games. Since Code Masters are also doing the Genesis codes we can expect some real awesome tricks to be coming out soon!



*The Genesis Game Genie looks like a cartridge and loads into the system a lot easier than the NES version.*



*Hmm, the Game Genie sure looks about the same as one of the extender boards to play Japanese games.*

One good thing about the Consumer Electronic Shows is the fact that we can sit down with many of the hardware and software developers to talk about some of the new products being developed. One item which came up from several different, reliable sources is that a color version of the GameBoy is currently in development.

With an estimated target price of only \$99 this little beauty comes with some very impressive specifications. Currently the color GameBoy is scheduled to be downwardly compatible. That means it would be able to play, not only the new, yet to be developed color cartridges, but it would also play, in black and white only, all of the older Game Boy cartridges! Also, in order to keep the price down, the new color GameBoy would use a low resolution color screen. One with less quality than either the Game Gear or Lynx. This being the case, it wouldn't be possible to add a TV tuner as the screen wouldn't have a resolution high enough to show TV broadcasts. Details are sketch at the moment but stay tuned as more information is on it's way!



*Turn on the Genesis and the Game Genie logo screen appears, followed by the code input screen.*

# GO APE!

with THRILLA'S SURFARI for the NES™



Catch the ultimate wave, dude!

Hand-plant your way through the wilds of Africa!

Watch out for big fish!

Whoa, Thrilla Gorilla! Bag your boards for the raddiest surf and skate action ever!

The evil Wazula has taken your babe to Africa. Skip the curbs and quarter-pipes; gnarly jungles and bakin' deserts are the ultimate skate challenge...ever aerial over a crocodile? Killer volcanoes and mammoth waterfalls mean surfin' more hardcore than Maui!

The excitement rips, but Wazula's two-headed flying Rhina and a way-tough Lava Monster demand serious shreddin'! So carve, slash, and trash Wazula with THRILLA'S SURFARI for the NES™...before he makes a monkey out of you!



Town & Country Surf Designs® & © 1991 Town & Country Surf Designs. All rights reserved. "Thrilla"® "Thrilla's Surfari" and the official seal are registered trademarks of Nintendo of America Inc. "Thrilla's Surfari"™ and "L&J" are trademarks of L&J, Ltd. © 1991 L&J, Ltd. All rights reserved. Game Pak (NES-GP). Made in USA.

CIRCLE #150 ON READER SERVICE CARD.

# Master the Islands!



## ADVENTURE ISLAND

Princess Tina is lost and only Master Higgins can find her! Go thrashin' on your skateboard or ride powerful dinosaur steeds as you search through 8 wild and uncharted islands. You'll face poisonous spiders, spitting cobras and a host of guardian monsters that are just waiting for an intruder to snack on! Take off on the adventure of a lifetime in these action-packed games for the NES and Game Boy!

- Crack open hidden eggs for a massive bonus or super shortcut!
- Spectacular graphics and excellent game play highlight the action!



HUDSON SOFT USA, INC.  
**HUDSON SOFT**

HUDSON SOFT USA, INC.  
400 OYSTER POINT BLVD. SUITE 815  
SOUTH SAN FRANCISCO CA 94080  
415/331-8855

© 1991 Hudson Soft USA, Inc. All rights reserved. Adventure Island, Adventure Island II and Master Higgins are trademarks of Hudson Soft USA, Inc. Hudson Soft USA, Inc. is a trademark of Hudson Soft Co., Ltd. Nintendo, Nintendo Entertainment System, Game Boy and the Official Seal are trademarks of Nintendo of America Inc. © 1991 Nintendo of America.

CIRCLE #109 ON READER SERVICE CARD.

# WHAT FOUL?!



## BILL LAMBEER'S *Combat Basketball*

No personal fouls and plenty of excitement highlight this bone-crunching futuristic basketball title! Dodge missiles, saw blades and more as you pound your way through the most intense contact sport ever created.

- Fast one-on-one action! Play against the computer or a friend (1 or 2 player).



**SUPER NINTENDO**  
Entertainment System

- Super League Mode! Make your own team by buying and selling players. Up to eight people can play in the same league!
- Battery back-up lets you save your league for future grudge matches!



**HUDSON SOFT**

HUDSON SOFT USA, INC.  
400 OYSTER POINT BLVD. SUITE 215  
SOUTH SAN FRANCISCO CA 94060  
415/331-0886

© 1991 Hudson Soft USA, Inc. All rights reserved. Bill Lambeer's Combat Basketball is a trademark of Hudson Soft USA, Inc. Hudson Soft USA, Inc. is a trademark of Hudson Soft Co., Ltd. Nintendo Super Nintendo Entertainment System and the Official Seal are trademarks of Nintendo of America Inc. © 1991 Nintendo of America.

CIRCLE #109 ON READER SERVICE CARD.

# INTERNATIONAL OUTLOOK

**WORLD'S FIRST 8 MEG  
PC ENGINE GAME!!**

Leave it to Konami to set new game standards no matter what system they are programming on! This time they have upped the maximum PC Engine cartridge memory from 6 megabit to a whopping 8 megabit! The game is one which the U.S. has never seen, and that is too bad as it is a cute spoof on the Gradius series of shooters. Instead of bad aliens, you get to blow away clowns, parrots, cats and other friendly looking but very mean animals. This is a spectacular conversion of a little known arcade game and is one of the best PC Engine shooters to come out in a long time.

Hopefully the new Turbo Tech. will look very long and hard at bringing this game over to the U.S. Rather than do old ho-hum titles (Gradius) which have been done on every system perhaps they will decide to try something new. They won't be disappointed!

## Konami / PC Engine PARODIUS



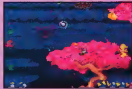
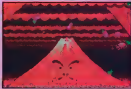
### STAGE 2 START



### STAGE 3 START



### STAGE 4 START



STAGE 1 BOSS!



STAGE 2 BOSS!



STAGE 3 BOSS!



# DRAGONS & WIZARDS... OH MY!



## Features:

- Brilliant, Breath-Taking 16-Bit Graphics And Animation
- Battery Back-Up Stores Up To 15 Individual Games
- Booming, Orchestral Stereo Sound Heightens Game-Play
- 25 Unique Weapons, Armors, and Magical Instruments
- A Dramatic Storyline Of Epic Proportions

# WANDERERS FROM YS III<sup>TM</sup>



American Sammy Corporation

3421 205th St. STE D-104 • Torrance, CA 90501 • (213) 320-7167 FAX (213) 320-2597.

"WANDERERS FROM YS III" is a trademark of American Sammy Corporation, 1991.

CIRCLE #11 ON READER SERVICE CARD.

## Konami / Super Famicom AXELAY

One of the most intense shooters ever conceived is making a grand appearance in the homes of Super Famicom owners! This game could only be Axelay from those technical wizards at Konami! Pilot your advanced fighter, the Orius GL, on a mission to rid the galaxy of the invading alien forces!

Axelay features some of the most intense graphics ever seen in a home game! Planets in the background rotate with ease! Bosses are animated fluidly and feature ultra-vibrant colors and there is a multitude of power-ups! Even the fantastic 3-D stages where you skim over the top of a rapidly changing planet! Axelay is sure to be a success when it hits the store shelves later this month in Japan.



*Axelay is a visual and audio tour-de-force. Everything in the game is intense from beginning to end! Even the slow-down that plagued earlier shooters has thankfully been solved!*



## Telenet / Super Famicom SUPER VALIS

Yuko and Lena have returned once again to battle against Magenshuma, the evil ruler of Vecante. Although the story may be the same, Super Valis has new levels and more powerful magic to cast. Your sword can also be powered-up five times to really blow away the enemies. Coming soon!



## Varie / Mega Drive F-1 HERO


Already in the works for the NES, Varie is also working on a souped-up version of this great racing title! Choose from three excellent street racers and take on the best racers in the world! When you're ready for some great racing action, check out F-1 Hero for your Mega Drive!



*The graphics and sound effects literally jump out at you! The race cars all handle differently to add to the realism of the cart! Very intense!*



# FIGHTING MASTERS

- 
- Choose from 12 intra-galactic fighters!
  - Smash your opponents with wicked moves like the FLYING PILE DRIVER, WHIP ATTACK, and the all powerful SHOTGUN BLOW!
  - 78 DEVASTATING ATTACKS IN ALL!
  - One-player tournament, or Two-Player grudge match!

**TRECO**

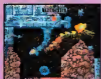
Treco™ and Fighting Masters™ are trademarks of Treco Corporation Ltd. Sega™ and SEGA GENESIS™ are trademarks of Sega Enterprises Ltd. Licensed by Sega Enterprises for play on the SEGA GENESIS SYSTEM.  
TRECO • 2421 205th St., D-204 Torrance, CA 90501 • Phone: (310) 782-6960 • Fax: (310) 320-2597

**SEGA GENESIS**  
MULTIMEDIA ENTERTAINMENT SYSTEM

CIRCLE #118 ON READER SERVICE CARD.

## EMI / Super Famicom SYLVALON

Feel like playing a different type of game. Try out Sylvalon for the Super Famicom! Starring a set of dragons as the main characters, and set in top and side scrolling views, Sylvalon is a new breed of shooter! Pick up power up cubes to increase your firepower to outrageous proportions!



## Tecmo / Mega Drive TECMO WORLD CUP SOCCER

Soccer fans have a new title to get excited about! Tecmo World Cup Soccer is here and it blows away any previous soccer game to date! Not only can you pick from a wide variety of teams, but the view of the field changes its perspective with the ball. Coming for the Mega Drive!



## Telenet / Mega CD-ROM DEATH BRINGER

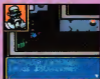
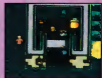
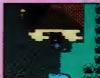
The latest addition to the Mega CD-ROM library of role-playing games comes Death Bringer. Although the name may seem a bit harsh, this rpg may be one the best! You are a brave adventurer out to stop an unknown force from destroying his homeland. A terrific RPG with excellent music!



*The first person perspective view scales with every step! The monsters you will face are tough, but provide valuable experience points!*

## Sega / Mega Drive SHINING FORCE

Shining force is a role playing game of such huge proportions, it has to be placed on a twelve meg cart with battery back-up! Set in a medieval time, Shining Force has you battling against some of the nastiest enemies ever. A sure fire hit for any RPG fan!



# WARSONG



Discover weapons of extraordinary power, and allocate them to your allies. Given the right item, a commander can become nearly invincible!



Send an allied army into the heat of battle. You are in command of everyone from magic knights and warlocks to loyal foot soldiers.



Positioning your commanders and their armies is critical for victory of a campaign.

The Daisis Empire has laid siege upon the Castle of Baltia to seize the legendary sword — WARSONG. In desperation, King Alfador sends his only son into the countryside, away from impending death. Now, Prince Garette must rally his allies from across the kingdom, and lead their armies in a battle to recapture the sacred sword, and restore justice...

- Strategy Role Playing puts you in full command!
- Watch as armies clash, magic ignites, and monsters devastate!
- Thrill as the tale of Baltia unfolds in the heat of battle!
- Battery Backup saves 4 campaigns!

**WARSONG — The Greatest Tale Of Swords And Magic You'll Ever Play!**

Treco™ and Warsong™ are trademarks of Treco Corporation Ltd. Sega™ and SEGA GENESIS™ are trademarks of Sega Enterprises Ltd. Licensed by Sega Enterprises for play on the SEGA GENESIS SYSTEM.  
Warsong © 1991 NCS Corporation, TRECO 2421 205th St., D-204 Terrace, CA 90501

Phone: (310) 752-6960 • Fax: (310) 328-2597

CIRCLE #118 ON READER SERVICE CARD.



GET  
ELECTRONIC  
GAMING MONTHLY  
PLUS MUCH, MUCH MORE  
WITH THE V.I.P. SUBSCRIPTION!

# BECOME A VIDEO GAME V.I.P.!!!

Each big full-color issue of ELECTRONIC GAMING MONTHLY is packed with exclusive information on new gaming developments, insider gossip, previews of upcoming titles and cart reviews you can trust!

EGM is also loaded with special pull-out strategy guides to your favorite games, trading cards, as well as super secrets and maps, guaranteed to send your scores soaring, that you won't find anywhere else!

You get all this action and more in full color throughout! Be the first to get EGM each month by ordering your subscription today!

## SUBSCRIBE TO EGM TODAY!!!

### SPECIAL FOR SUBSCRIBERS ONLY!

Become an EGM-V.I.P. reader simply by subscribing! Receive the magazine before it hits the newsstand plus, as a bonus:

- FREE newsletter with late-breaking info for the V.I.P.!
- Special money-saving coupons!
- Other hot items not found on the newsstand!

### ACT NOW!

AND ALSO RECEIVE THE 1992 VIDEO GAME BUYER'S GUIDE ABSOLUTELY FREE!



### THE BIGGEST AND BEST VIDEO GAME MAG GIVES YOU ALL THIS AND MORE!

- FIRST NEWS OF HOT GAMES!
- SPECIAL STRATEGY GUIDES!
- COLLECTOR CARDS!
- INCREDIBLE CONTESTS!
- MULTI-PERSON REVIEWS!

12 Issues  
Only \$23.95!

### DIT I WANT TO BE A VIDEO V.I.P.! START SENDING EGM NOW!

Get 12 issues of EGM for only \$23.95! Send payment to: EGM, P.O. Box 7524, Red Oak, IA 51591-0524

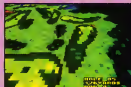
**ACT NOW**  
and receive the  
1992 Video Game  
Buyer's Guide  
FREE (while  
supplies last!)



Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ ZIP \_\_\_\_\_  
 Payment Enclosed  Bill Me  
Credit Card Orders: \_\_\_\_\_ VISA \_\_\_\_\_ MC  
Card No. \_\_\_\_\_  
Exp. Date \_\_\_\_\_  
Signature \_\_\_\_\_

For Faster Service, Call Toll-Free:  
**1-800-444-2884**

Data East / Super Famicom  
**SUPER BIRDIE RUSH**



*Take a quick birds-eye view  
of the course as the screen  
zooms in to the hole you will  
be playing next!*

Now that there are over a half dozen Super Famicom baseball games out in Japan, developers are now turning their attention to golf games. Super Birdie Rush is Data East's version of how golf should be played. While not revolutionary, this version does offer a good playing game for the average player. No complicated set up moves and the swing meter is very easy to get used to. There are plenty of options to choose from including course length, club selection and type of green to putt on. The view is set in an overhead perspective and insert screens pop up to show side views when needed. The holes are well designed with plenty of woods and other hazards to keep players coming back for more. A well designed game!

**POSSESS  
OR BE  
POSSESSED**



Sega / Game Gear  
**PHANTASY STAR ADVENTURE**

Ever wonder what type of games players have been downloading and playing through Sega's modem games network? This is one of them and don't let the Phantasy Star name fool you. It is not a heavy duty RPG as the name implies, rather it is a quest game which is played more like a board game. In this you roll the die to determine how many screens you will move. The directions of movement are the basic north, south, east and west and you visit towns, get hints and clues by talking to the people and proceed out into the enemy infested countryside to battle with the enemy (battles are won and lost by the throw of the die!). Not Phantasy Star caliber, but kind of interesting nevertheless.



*Roll the die to determine how many screens you will move!*



SEGA GENESIS  
**Devilish**

**B**reaking the spells that bind is what you'll need to do in this new game from Sages Creation for the Sega Genesis. Gamma, the evil spell master has changed you and your princess into stone pillars in his evil kingdom of the damred. Your only hope

is to correctly deflect the glowing power sphere through a hellish maze. You'll need to topple stone walls, cut down spell bound trees that come to life, lop through gates of ghouls, and dance with demons, while traveling

through worlds of fire and ice. Most importantly you'll have to keep moving forward in order to escape the fiery depths. Not only will you need skill, but

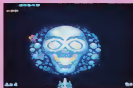
**"GREAT TWO PLAYER COOPERATIVE FUN!"**

ELECTRONIC GAMING MONTHLY





## Taito / PC Engine TATSUJIN



*All of the awesome weapons, including the devastating doomsday bomb are faithfully recreated in the PC Engine version!*

Over in Japan there is not a shortage of good shooters for the PC Engine as shown by this excellent conversion of Tatsujin. All of the great power-ups and weapons have been brought over to this version including the awesome doomsday bomb! The action is fast and furious with tons of enemy coming after you. The huge end of round bosses are here and surprisingly very little has been lost in the translation.

Hopefully the new Turbo Technologies will be able to bring more of these good action games over to the U.S. as this was one software category which the old NEC never could get enough of.

# FOR SEGA GENESIS

each tick of the clock brings you closer to eternal damnation! Seven burning stages, vertical and horizontal scrolling, 3 difficulty levels each with a different finish. So... Possess Devilish for your Sega, before it possess you!

**SAGES  
CREATION**

Sage's Creation, Inc.  
12062 Valley View, Suite 250  
Garden Grove, CA 92645



© 1991 Genesis are registered trademarks of Sega Enterprises, Ltd. by SEGA Enterprises Ltd. for play on the SEGA GENESIS system.

© 1991 Sage's Creation, Inc. system.

Also available for your  
Sega GameGear!

#112 ON READER SERVICE CARD.

# LIGHTNING TW

Create a World



ActRaiser! Awesome arcade-style graphics backed by monster symphony sound. So you think you've seen all the action? We'll see, hotshot.

 ENIX AMERICA  
CORPORATION

Licensed by Nintendo

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# DRAGON STRIKES ICE

or Just Rule It



Dragon Warrior III. We make the challenge. You make the choice. Caution. Only the most skilled will be able to resist asking for parental assistance. If you think RPG means Radical Playin' Game, this one's for you.

do<sup>®</sup> for play on the

**Nintendo**  
ENTERTAINMENT  
SYSTEM<sup>™</sup>

Nintendo<sup>®</sup> and Super Nintendo  
Entertainment System<sup>™</sup> are  
registered trademarks of  
Nintendo of America Inc.



CIRCLE #172 ON READER SERVICE CARD.

# TRICKS OF THE TRADE

## TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

### U.N. SQUADRON

(Capcom/Super NES)

**Extra Difficulty Setting** - If you think that you are good at the game U.N. Squadron, try it at this new difficulty setting. Plug in the second controller. Go to

the option screen with the first controller and highlight the difficulty setting. Now, with the second controller, hold down the A and X buttons and while these are

held down, change the difficulty with the first controller. You should see a new level called "GAMER." Test your skills with this new option.

Eric Marzano  
Derry, NH



Choose the option mode to change the difficulty setting.



Move the difficulty past the hard mode to gamer mode.



Now, try to survive the barrage of bullets from the enemy!

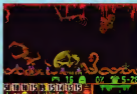
### LEMMINGS

(Sunsoft/Super NES)

**Awesome Passwords** - Here are more new codes to let you advance in this game! Go to the password option and put in

these codes so you can advance to higher levels. For earlier levels, look at issue 31. More to come next issue!

	FUN	TRICKY	TAXING	MAYHEM
LEVEL11.	MEDNOTO	ERHTARG	KIKENAN	AZEMOWO
LEVEL12.	TURUSUK	EZATTAY	UOKUTET	TNESRAP
LEVEL13.	ABNEGET	ADONATT	IEMOZII	UKAYHUO
LEVEL14.	EMATNIN	ADNEHIA	IHCMOIK	YEAGNAK
LEVEL15.	UKAYHAD	TAHUKAS	AHURAMU	ATISA AH
LEVEL16.	RENGISE	IESONYA	KORNASR	OTOKONU
LEVEL17.	DONOJIA	LPOWTUO	UOZUOSN	OYKIISO



# LOCK AND LOAD THEN ROCK 'N' ROLL



Blast through incredible firefights in eleven deadly levels of **eight-megabit** mayhem. **ROLLING THUNDER 2** — Namco's hot new sequel to the arcade smash hit. Challenge the terrorists alone, or hammer 'em with super-agents Albatross and Leila together in **TWO PLAYER SIMULTANEOUS ACTION!** Passwords and unlimited continues keep the action rolling.



Stalk Big Game!



Killer graphics will blow you away!



Capture weapons for fierce firepower!



CIRCLE #140 ON READER SERVICE CARD.

ROLLING THUNDER 2 is a trademark of Namco Ltd. © 1990 Namco Ltd. All Rights Reserved. Licensed by Sega Enterprises Ltd. For play on the SEGA GENESIS SYSTEM. Model No. NES-020000. In the U.S.A. by Sega Enterprises Ltd.

**namco**

The Game Creator™

NAMCO HOMEENT, INC.  
2855-1 Scott Blvd. Suite 102  
Santa Clara, CA 95054-3213

# TWO CRASH COURSES THAT

Take two courses that cover a lot of ground in a hurry. Konami® has created stock car survival tests for your NES™ and Game Boy™ so authentic, NASCAR endorsed them exclusively. Not surprising when you have the likes of Winston Cup Champion, Bill Elliott, as game design consultant.

Slide into the roll cage and behind the dash for an unbelievable first person perspective that has you looking over the hood of a 650 hp speed machine. A beast that comes fully equipped with manual or automatic transmission and functional tachometer, fuel gauge, damage light, and speed indicator (also temp and oil gauges on NES).

Keep an eye on them or you'll be using your overheated engine to roast infield weenies.

Select from three different stock cars — Ford Thunderbird, Chevy Lumina or Pontiac Grand Prix (or an Oldsmobile Cutlass for Game Boy). Then "dial in" your racer to match varying track conditions and your personal driving abilities by adjusting tire stagger, gear ratio, spoiler angle, and transmission. But be careful, one miscalculation and you're spinning into the wall and onto a tow truck.

Select your skill level — Rookie, Novice, or Pro. Decide if you want to compete in single races or, if you've got the guts, face the grueling



# WILL DRIVE YOU STEER CRAZY.

Championship Season. Use a qualifying engine to duel for pole position. Then be prepared to get throttled by "Awesome Bill from Dawsonville" and a field of NASCAR'S most relentless drivers on the twisting road courses of Watkins Glen and Sears Point or the high banked ovals of Daytona and Talladega (or Atlanta for Game Boy).

If you'd rather trade paint with a friend, use the two player mode with a Game Boy Game Link and another Game Pak.

So slip on your fire proof driving gloves. You're about to test your drive to succeed in a simulation like no other.



## KONAMI®

Konami is a registered trademark of Konami Industry Co. Ltd. Bill Elliott and NASCAR Challenge™ are trademarks of Konami. Inc. All other NASCAR™, Ford™, and GM™ and NASCAR™ logos are trademarks of Konami, Inc. All other game and device and NASCAR™ trademarks used by Konami are trademarks of Konami, Inc. Konami, the Konami logo, Konami Industry Co. Ltd., Game Boy™ and the Game Boy logo are registered trademarks of Nintendo of America Inc. © 1995 Konami of America Inc. © 1991 Konami, Inc. All Rights Reserved.

CIRCLE #146 ON READER SERVICE CARD.

NOW AVAILABLE

## TURRICAN

(Ballistic/Turbografx 16)

**Invincibility Trick** - After the title, select the options screen and press the RUN button. Move the arrow to the exit. Now, press Button 1 and then Button 2 in sequence five times each.

Then, press RUN again and you will get a screen that gives you the option to cheat. Choose this option and you will be invincible throughout the whole game!

Duane Mattson  
Cuy Falls, OH



## HYPERZONE

(Hal/Super NES)

**Sound Test** - Now there is a code to hear all of the sound effects and music from the shooter. At the title screen, just hold the top L and R buttons and press START. A sound test will appear on the screen. Pick any one of the sound effects or music tracks from the game and press button A to hear them.

Richard White  
Grafton, VA



## HOLE IN ONE GOLF

(Hal/Super NES)

**Hole in One Codes** - If you want to see a hole in one, just enter one of the following codes in the "Memory Shot" option.

CQJB83CFDFJ#H?LBBT7BJCF  
or  
BI5B9GB5SFGB3J5BB?GBMYQ

Michael Smith  
Leawood, KS



## JOHN MADDEN FOOTBALL

(Electronic Arts/Super NES)

**Close Up Trick** - Here is a way to get up close and personal with your fans before you play football. When the title screen shows, hold down any button and then press START several times to get past

the screens. Once you do this, the screen will go blank for a couple of seconds and then you will get a close up of the fans! Just let go of the button to start the game.

Alex Krelt  
Oakland, CA



Once you do the trick, you will see your cheering fans!



Let go of the button and the game will start.



**It Just Might Be  
Too Hot  
To Handle.**

# VALIS

What would you think if your best friend went on a date with her? ...and she lives in the Dark World — because she thought he was cute? ...and you think she's been duped — and you'd be right. The Freedom Fighting Pagles are poised to conquer the other worlds of this universe: the Great World of Queen Valis, and the Human World. Pagles and his live Dark Lord have taken the Stone of Yang from Queen Valis and sealed it into a diamond jewel. Only a warrior with a heart perfectly balanced between Yin and Yang can wield the Sword of Valis against the encroaching darkness! You're a young student from the Human World, of the chosen ones — and you will control her. She is to become the greatest warrior in the universe, never suspecting that her most fearsome battle will not be against a Dark Lord, but against her closest friend from the Human World — the one she warned, "Don't go out with him, he's the Dark..." But before she could finish, her friend ran off into The Darkness.



**REINVENTION**

REINVENTION, INC. SUITE 30, LOS GATOS, CALIFORNIA

**SEGA GENESIS**

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM.

ART BY INOVATION PRODUCTIONS

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD.



## PAPERBOY 2

(Mindscape/Super NES)

**Start On Higher Level** - To start this game on the "Hard Way," go to the route option on the player select screen and enter the code: 6479 by pressing right on the control pad.

Matt Squiers  
East Greenwich, NY

### The Identity Team

#### Player 1

Route 6479



Paperboy



Papergirl

#### Player 2

Route



Paperboy



Papergirl

ROMAN

PLAYER 1

### The Identity Team

PAPEBOY PROMOTED: ROUTE 6479



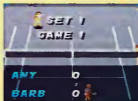
## SUPER TENNIS

(Nintendo/Super NES)

**Start in Final Game** - To see the ending screen and be a winner in every tournament as 'AMY,' enter the following code. You will have to win the New York Open, which is the final game.

08QCMVF RHRMSYY  
RHYH9QX J0VYQYH  
4HR0CQ1 4065C6P  
DJSSSRL MMB

Eddie Rowe  
Detroit, MI



## DARIUS TWIN

(Taito/Super NES)

**49 Extra Ships** - Increase your number of reserve ships with this awesome trick! First, make sure controller 2 is plugged in. In the screen where you select one, two players or option, just hold the L

and R buttons on the second controller, press select and start on the first controller. Before you do this, you may choose to grant one or two players with 49 lives each!

Alan Leung  
San Francisco, CA



Do the code right and you will be rewarded with 49 more ships!



Beat the bosses and defeat the game with plenty of spares!

## F-22 INTERCEPTOR

(Electronic Arts/Genesis)

**Awesome Passcode** - This is a password for the combat simulator, F-22 Interceptor. Just enter the password:

GTGAUO

Now, you must land your plane, and after you land, you will get a surprising screen!

Joel Ruidera  
Glendale, CA



# TRAYSIA™

## Magic...Monsters...Mayhem... Take Your Pick



Begin the adventure of a lifetime as Roy, a young treasure seeker. Roy starts out in the mysterious Kingdom of Salon on a personal quest to become the greatest swordsman in the Realm. Clashing swords with bandits and monsters brings the hero fame and fortune.



As he makes new friends and gains experience as a swordsman, he uncovers a horrible plot! A group of wizards are determined to unleash chaos and destruction throughout the world. Only Roy and his team of adventurers have the magic and the might to stop the wicked sorcerers!



Travel through several Kingdoms filled with magical beasts and amazing challenges! Use battle-earned gold and gems to upgrade your weapons and fortify your armor! Search for powerful magic spells to defeat the evil wizards!

Only if he succeeds can Roy return to his home town of Johanna and reunite with his true love, Traysia!



**TRAYSIA™**

9th UNIVERSITY AVENUE, SUITE 301  
LOS GATOS, CA 95030

Traysia is a trademark of Renaissance Productions, Inc.  
©1994 Licensed for play on the Sega Genesis System.  
Sega and Genesis are trademarks of Sega Corporation.  
The Renaissance Productions, Inc. is a subsidiary of Universal  
Home Entertainment.

CIRCLE #133 ON READER SERVICE CARD.

# GAME GENIE CODES!!!

## **SUPER MARIO BROS.**

(Nintendo/NES)

Game Genie Codes - Here are some more codes! You must have a Game Genie unit to make these codes work. Enter the following

passcodes and get ready to try some strange levels!

*Try playing Mario without Mario!*

**PIGNAX** - Invisible Mario  
**OZXLNN** - Move left and Mario appears all the way on the left.  
**TGOPOK + STZPOK** - Water world  
**YZXLNY** - Super speed  
**GOOSOK** - Mario appears under the floor. (Keep moving right.)



## **SUPER MARIO BROS.**

(Nintendo/NES)

Game Genie Code - Enemies change into Toad! Enter the password:

**AKKOOT**  
**IEEGGP**  
**NULTKA**



## **CONTRA**

(Nintendo/NES)

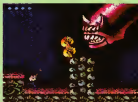
Game Genie Code - This code will let you get a free man every time you destroy an enemy! Just enter this code to come up ahead and max out your lives.

**EKGGGG**

## **NINJA GAIDEN**

(Nintendo/NES)

Game Genie Password - Get infinite lives and have spirit strength at full even if you die using this code. You must have a Game Genie for this trick to work. Enter:  
**IZETPGVK**



# Three Statues, a Temple, and What Do You Get?

## EARNEST EVANS

A whole new terror could take over the planet Earth and all it takes to make this happen is three small statues. Explorer Ernest Evans has been trying to avert this deadly situation since the 1930's, and now he is ready to pass the secret down to his grandson, a muscular youth of the 1980's.

"These idols were scattered somewhere around the world by Hastur before your mother Annet crushed its power," Evans told young Eamest. "We found one, but syndicate leader DeMarco's successor Brady Tresidder got another one in Europe. You must find the third one in Mexico and recover the last one from Tresidder."

When the three statues are placed together in a dark temple in Peru, Hastur's counterpart Mavur will be summoned to become one with the planet and roam the universe forever. Young Eamest Evans has set out against time and the Tresidder syndicate to battle giant scorpions, living skeletons and humongous Venus fly traps among others and carry on his mother's fight to control the wicked forces from darkest Peru.



**RENOVATION**

987 University Ave.  
Los Gatos, CA 95030

Ernest Evans is a trademark of Renovation Products.  
© 1987 Licensed to copy on the Sega Genesis  
System. Sega and Genesis are trademarks of Sega.  
Enterprises Ltd. Renovation Products, Inc. is a  
subsidiary of Eximsoft, Inc. CA 95030.

# THE ONLY GAME TO MAKE THE PGA TOUR CUT.



Pack your bags, you're going on tour.

But make it your golf bags. Because it's PGA TOUR® Golf. The only game that lets you make

SEGA  
**GENESIS**

the rounds with guys named Fuzzy,

the Walrus, Hubie and Fred. In sum, sixty of the best players ever to swing a club.

No matter how you slice it, this is the most realistic Genesis® golf game ever.

Real players with hole-by-hole tips. Real courses like the TPCs at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

You think any other game has the PGA TOUR stamp of approval? Come on. Get real.

Instant replay captures every hole-in-one or splash down. Just like TV.

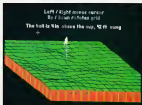


Take a real course in golf. We used the original blueprints that built the TPCs at Sawgrass, Avenel, and the PGA West Stadium Course. Plus the ultimate fantasy course. Anything else you try will be definitely under par.



PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. More impossible lies than a politician. Hooks and slices that butcher the fairways.

And TV coverage is better than any you'll find on the tube. With spectacular aerial fly-bys. Close-ups of the hole. Multiple angles of the ball in flight. Instant replay. Killer sound effects—crowd applause, club swings, chirpin' birds. Even



Topographic contours reflect even the smallest green wrinkle. If you misread them, watch out for the bogey man.



Trade shots with 60 top pros like Tommy Armour III, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.

a sportscaster with tournament highlights but no commercials. If you don't devour all your greens, you'll finish out of the money. And back on the driving range and practice greens. A battery backup saves everything—games, accumulated earnings, scores. Even PGA TOUR stats for up to 82 golfers.

So why drive anything else when you can cruise the TOUR? Club your way to the top with PGA TOUR Golf from Electronic Arts.

Call 800-245-4525 to order. Or visit your retailer.

It's golf so real,

you'll rush out and buy a cart.



**ELECTRONIC ARTS®**



PGA TOUR THE PLAYERS Championship TPC at Sawgrass TPC at Avonlet PGA West are registered trademarks used by permission. Sega and Genesis are trademarks of Sega Enterprises Ltd. © 1994 Sterling Silver Software and Electronic Arts. All rights reserved.

CIRCLE #111 ON READER SERVICE CARD.

# LEADING EDGE

# AAMA

AMERICAN AMUSEMENT  
MACHINE ASSOCIATION

**EGM PREVIEW!**

## STREET FIGHTER 2: CHAMPION EDITION

EGM has learned from sources inside Capcom that the number one arcade game is about to get even better! This new version, which is a game in its own cabinet rather than an upgrade to the existing game, will be starting to trickle into the arcades in late March.

The new game will feature additional memory and with this Capcom has been able to fine tune the already excellent game. Both Capcom of Japan and U.S. have been flooded with thousands of letters and calls from devoted players advising them how to improve the game. They have been listening as this version tries to address all the major problems.

Ever join in on the machine and somebody already there has Guile and is beating everybody in sight. No problem now as you also can choose Guile and then play a round of Guile vs. Guile!

So that doesn't excite you, as you already are the best and have mastered all the moves. Better get your quarters ready as you now can play as any of the bosses! You have seen the machine play their moves but it is back to square one as you now have to discover how to do them! Better learn quick as the next player is trying to do the same thing.

There's more! Just to keep you on your guard, Capcom has gone in and programmed a few new super powerful moves! You'll have to play, play, and play some more to find out

what they are!

Other changes that Capcom made include evening out the powers of the characters. If you're tired of pounding away with your best moves to no avail only to get hit once by a 'stronger' character and nearly die, take heart as this version evens out the powers of all the characters.

The backgrounds have remained pretty much the same. Only subtle changes have been made. For instance if it is daylight when Guile fights, the new version could have the fight taking place at sunset. The differences will be slight but with the old and new games side by side you'll be able to see the difference in the screens.

The characters will also undergo sight changes - mainly in the color of clothing they will be wearing because when you are playing Guile vs. Guile (or any of the other vs. matches between two of the same characters) you will want to be able to see which character you are. Sources say that if you thought Chung Li looked hot in blue, wait till you see her in bright red!!! Wow!

As you can guess the idea of a new Street Fighter arcade game really got Sushi-X excited. You can bet that he will be the first in line to play the new game. Who knows, perhaps he'll be the stranger playing against you! It goes without saying though, that he will have all the moves down pat real soon and, you can count on EGM to get you the details!

Stay tuned, as next month we will continue the story on this new great coin-op and, in the EGM tradition, we'll have pictures and hopefully Sushi-X's hands on test!

### LAST MINUTE ARCADE UPDATE!!

We all know that Sega is frantically putting together a new Sonic the Hedgehog Genesis cart and a hot Mega CD disc, but Sega has just admitted that Sonic will have his own arcade game! More next month!

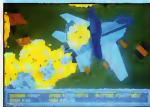
## VIRTUAL REALITY HITS THE ARCADE!

The thin line between video games and reality is getting even smaller thanks to a new system developed by Spectrum HoloByte, W Industries, and a division of Edlson called Horizon Entertainment. The original system, which was developed by W Industries was called Virtuality.

To play, you put on a helmet that simulates your environment. Then, depending on which way you turn your head, the scene around you changes! The visor that you wear to play the game holds the screens that show the game as well as a quadraphonic sound system that has music, sound effects, and voice communications.

One of the really unique ideas is that the simulator allows you to play against other people, including people across the country! Right now, up to twenty simulators can be hooked up like this. If you want, you can also play the game against the computer.

Right now, Spectrum's virtuality simulator is only available in select areas of the country, but with games that come this close to the real thing, you can bet that they'll soon be making their way across the country!



*Games will never be the same thanks to Virtual Reality from Spectrum HoloByte!*





# Every Game Player Needs Their Space.

In the third millennium, mankind has launched a new experiment: an ultra-advanced artificial intelligence circuit is transplanted into a machine. The result is GCS-WT, a super computer designed to act as the Unifier of human society. But GCS-WT instead turns into a dictator and begins to suppress mankind. A scientist, Edwin Deace, sets out to combat the evils of GCS-WT. Deace designs a revolutionary twin-seat fighter spacecraft, Sol-Deace, which he will use to destroy GCS-WT and free the oppressed Earth. Deace is assassinated by a galaxy-wide manhunt sent out by GCS-WT, and two surviving young people set a course with Sol-Deace for Earth, to the great whirl of orbit and heat, the tragedy of blood and oil begins.

## SOL-DEACE



**RENOVATION**  
PRODUCTS

387 UNIVERSITY AVE., SUITE 10, LOS GATOS, CA 95030

**SEGA GENESIS**  
COMPLIMENTARY SYSTEM

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON  
THE SEGA GENESIS SYSTEM

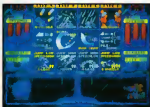
© 1994 RENOVATION PRODUCTS, INC.  
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD.



Deco

## WOLF FANG

Robotech fans will enjoy this latest creation from Deco. In this hot new coin-op game, you suit up inside a massive robot, pick your robot, and take off against a whole horde of enemies!



*Each of the four robots has its own special weapons and abilities. Each one also has its own special weakness, too.*

Some of the robots you can pick can fly or hover while others can move very quickly on the ground. Since Wolf Fang has a two-player mode, you can team up with a friend to cover both areas of the battle field better.

Each of the four different robots has a different level of offensive power and mobility with their body, arms and legs. The more powerfully



*Watch out for this massive boss! Keep shooting at the gun placements to destroy him!*

you can hit with each part, the less mobile it is. If you think you can take the hits, go for a slower, stronger machine. If you want to be quick and deadly with a little less power behind your punch, you'll be more effective as one of the fleetier robotic units.

Wolf Fang has multiple levels of shooting excitement. You'll fight against huge bosses, trucks, and



*Check out these radical weapons you can spring on your enemies!*



even robots similar to your own unit!

One thing you'll have to keep an eye on is your charge. When it starts to run down, you're in danger of getting destroyed! When it gets low, play it safe and attack from a distance. This will make you less likely to get hit and will also give you a better chance of getting out of the way of enemy shots. Use teamwork, and you can be sure you'll make it through to the end!

SNK

## LAST RESORT

Horizontal shooters have reached a new high with SNK's hot new Last Resort! You've never seen graphics or action like you'll get in this game! You want huge bosses? You've got them in Last Resort! You want incredible scaling and graphic



*Check out the firepower on this massive boss! Keep up the fire, or you'll never get through.*

effects? You've got them too! You want a huge array of excellent weaponry? Last Resort's got that as well! This shooter's got everything that you want and more!

The graphics and animation in this game are incredibly detailed. For example, the cars on the road in the background on the first level can be blown up even though they aren't an enemy. In the second level, every time you blow up one of the ships,



*Last Resort contains multiple levels with incredible backgrounds and scenery.*

the pilots jump out of their stricken craft to safety.

The game play is similar to R-Type. You even have a sphere that you can attach to your ship and power-up to fire at enemy ships.

Your array of weapons includes lasers, homing missiles and air-to-surface bombs. Each weapon can be powered-up several times, and they get more and more intense with each power-up! Like all SNK games, this one has a two-player mode that will help you get through these intense levels easier.

Best of all, for audio fans, Last Resort has a mind-blowing soundtrack that will really blow you away. Keep an eye out for this game in your local arcade!



*Last Resort uses amazing scrolling and rotation like on this huge enemy!*

# Journey Through an Ancient, Magical World

## exile

The travels of Sadler begin in a small desert town but take him across a world filled with magic, monsters and adventure! Join the nomadic warrior on his quest to rid his lands of an evil invasion. See the mystic realm unfold before your eyes in the map scrolling mode!

Converse with townsfolk and villagers in the RPG mode to gain valuable information. You will meet a variety of people, from wandering holy men to bold desert bandits. All of whom possess important clues to aid you on your expedition.

But don't forget the action! You'll need all of your skills as a fighter and a spell-caster in the combat mode to destroy the massive armies that await your arrival. Fight well and the land may know peace again!

- Buy weapons and magical potions to increase your strength and vitality!
- Search for powerful magic to defeat the invaders of the desert!
- 3 modes of gameplay; interactive RPG, vast map scrolling and intense hand-to-hand combat sequences!



**RENOVATION**  
PRODUCTS

987 UNIVERSITY AVENUE SUITE 10  
LOS GATOS, CA 95030

Exile is a trademark of Renovation Products, Inc. © 1995  
Licensed for play on the Sega Genesis System. Sega and  
Genesis are trademarks of Sega Enterprises Ltd. Renovation  
Products, Inc. is a subsidiary of Takara Japan Co., Ltd.

## SNK FOOTBALL FRENZY

You've seen some hot football games in the arcades, but you haven't seen anything like Football Frenzy from SNK! Pick one of eight different teams and head for the finals! Only one team can take top



*Pick your team and get ready for the playoffs with SNK's Football Frenzy!*

honors. Can your team be the one?

You've got complete control over the plays that your team runs on both offense and defense, and you've got a wide variety of plays to choose from. Pick the right offensive play, and you may be able to catch the defense napping and get away with a big gain. On defense, the right play call could mean the difference between getting a sack or giving up a touchdown.

Of course, you do more than just call the plays with Football Frenzy. You've also got to get your hands dirty with your team on the field. Play as the quarterback and make the choice of who to pass the ball to and when to throw it. On defense, it's your decision whether to rush the quarterback or drop back and guard against a deep pass.



*Large, well-animated figures will run the play of your choosing in this gridiron battle.*



*Touchdown! Now you can get your side ready to make the important extra point!*

Like you would expect, the graphics on Football Frenzy are superior. Your characters are large and very well-animated and the action is very fluid all across the screen, even with this many characters!

It should be no surprise that Football Frenzy has a two-player head-to-head mode. This lets you challenge a friend (or enemy) to see who's the best on the gridiron!

## Capcom CAPTAIN COMMANDO

Capcom's former endorser of many of their games will be coming to the arcade soon. Captain Commando is an intense fighting game where you and up to three friends can take on a horde of radical enemies.

Each of the four characters has his



*Capcom's awesome Captain Commando!*



*Check out these gruesome guys who want to stop Captain Commando and his friends!*



or her own special attack moves and weapons to use on the enemy forces. Of course, you could go it alone, but with the number of foes and the incredible strength and wild moves they have, the more people you have on your side, the better off you'll be!

The characters on screen are very large and well-detailed. The action in the game scrolls smoothly and all of the characters, both your own and your enemies, are very well animated. Audio hasn't been forgotten either. Captain Commando has a great soundtrack and gives you all the intense sounds of your battle.

If you think you and your friends have the guts and the skill to best wave after wave of furious foes in hand-to-hand combat, Captain Commando is the arcade game that you've been waiting for!



*If you can get more than one person on each enemy, knocking them down will be much easier.*

# ROBOCOP 2™

## He's Back To Protect The Innocent.

This dazzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever! ROBOCOP returns to rid the lawless streets of Detroit of the deadly new chemical, "Nuke." In 15 slamin' levels, you'll have the firepower of an entire army battalion — which you're going to need, because when OCP unleashes Cain, it's a final struggle of robo-power versus robo-power.



**ORION™**  
PICTURES CORP.  
Orion's licensing  
representative: CLC

RoboCop 2™ and © 1990  
Orion Pictures Corp.  
All rights reserved.

**Nintendo**  
ENTERTAINMENT  
SYSTEM™

*The name of the game*

**ocean**



**GAME BOY**

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131

©1990 OCEAN OF AMERICA, INC. NINTENDO AND GAME BOY ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

CIRCLE #192 ON READER SERVICE CARD.

# WIN A STREET FIGHTER 2 ARCADE GAME! PLUS MANY OTHER PRIZES!



**Contest Rules:** All winning numbers will be printed in the March, 1992 edition of Electronic Gaming Monthly. To see if you have won, you must match up the contest code on the front cover of your February issue of Electronic Gaming Monthly with the winning codes to determine what prize, if any, you have won. To claim prize, you must forward the verification number below the contest code via Fed-Ex or other certified mail to Street Fighter 2 Contest Winners, c/o Sende Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Upon confirmation of your winning number by the judges appointed by the Sende Publishing Group, Inc., you will be sent your prize. You may be required to produce the entire February copy including the contest code label. If prizes are not available at the time you submit your magazine to claim your prize, you will be notified, and prizes will be awarded when they become available. Neither Electronic Gaming nor the appointed judges are responsible for lost or misdirected mail of any other event or act of God that causes your magazine not to reach the contest address. One entry per person is allowed, multiple entries will be disqualified. One winning prize claim per person is allowed. If multiple prize claims are made, the highest value prize will be awarded. Prizes are not transferable. Illegible or tampered copies will not be eligible. The decisions of the judges are final. No purchase necessary to enter. For a separate number code, send in a postcard to Street Fighter Code Numbers, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. All requests for number codes must be made before February 10, 1992. Contest is NOT open to employees of the Sende Publishing Group, Inc., or to members of an immediate family, or domiciled with employees. Taxes are the responsibility of the winner. Value of prizes: Grand Prize (Street Fighter 2 arcade video game): \$3000.00, First Prize (Street Fighter 2 home video game for use with the Super NES): \$60.00, Second Prize (Street Fighter 2 T-Shirt): \$10.00, Third Prize (Street Fighter 2 poster): \$5.00. All winners will be notified by mail after verification of their entry. All prizes will be awarded. If prizes are unclaimed by April 10, 1992, there will be a random drawing for all unclaimed prizes. To enter the second chance drawing send your name, address, age and phone number on a POSTCARD to Street Fighter 2, Second Chance Drawing, 1920 Highland Avenue, Suite 222, Lombard IL, 60148. Void where prohibited by law.

## SECOND CHANCE DRAWING

DON'T WORRY IF YOU DIDN'T FIND YOUR NUMBER! YOU STILL HAVE A CHANCE TO WIN! ALL UNCLAIMED PRIZES WILL BE AWARDED IN A SPECIAL STREET FIGHTER 2 CONTEST - SECOND CHANCE DRAWING. TO ENTER, SEND YOUR NAME, ADDRESS, AGE AND PHONE NUMBER ON A POSTCARD TO STREET FIGHTER 2, SECOND CHANCE DRAWING, 1920 HIGHLAND AVENUE, SUITE 222, LOMBARD, ILLINOIS 60148!



# STREET FIGHTER II GRAND PRIZE WINNER! 1335926323

## STREET FIGHTER II SUPER NES CARTRIDGE WINNERS

1336837268

1337128053

1337409148

1340451570

1337750066



## STREET FIGHTER II T-SHIRT WINNERS

1340599300

1340599470

1341291166

1340748934

1340748577

1340994431

1340994720

1336245073

1341223302

1341368040

1335606434

1335606808

## STREET FIGHTER II POSTER WINNERS

1335740105

1336651475

1336652019

1340336820

1340337075

1340218721

1339762356

1339762560

1340123657

1340123912

1339767881

1339768238

1339186260

1339186532

1339766776

1339767201

1339767439

1339767728

1338554523

1338554863

1338200124

1338200311

1337949663

1337949816

1341473559

1341553493

1340490211

1340489937

1339719584

1339966475

1339966883

1340099415

1340099738

1339275442

1341367377

1341367751

1341197819

1341198363

1336189245

1336189466

1336189755

1335940280

1335675573

1336813434

1336245736

1337411800

1337166728

1341027955

1341028312

1341267111



## TO CLAIM YOUR PRIZE:

IF ANY OF THE NUMBERS ABOVE MATCHES THE CONTEST CODE ON THE COVER OF YOUR FEBRUARY EGM YOU'RE A WINNER! TO CLAIM YOUR PRIZE, SEND THE VERIFICATION CODE, LOCATED UNDER THE CONTEST CODE ON THE FRONT COVER LABEL, VIA FEDERAL EXPRESS OR OTHER CERTIFIED MAIL SERVICE TO STREET FIGHTER 2 CONTEST WINNER, C/O SENDAI PUBLISHING GROUP, INC., 1920 HIGHLAND AVENUE, SUITE 222, LOMBARD, ILLINOIS 60148. YOU MAY BE REQUESTED TO SEND YOUR ENTIRE FEBRUARY ISSUE AS PART OF THE VALIDATION PROCESS.

# SUPER R-TYPE

**SUPER-  
CHARGED  
FOR 16-BIT!**

**IT'S SO  
INCREDIBLY  
GOOD IT'S SCARY!**

Get your hands on the scariest thing in the Universe to 3-D action, eyeball-grabbing graphics, brilliant colors, phenomenal sound. Super R-Type® has it all! Grab the controls and enter a whole new dimension of realistic play. Your skill is all that stands between hero Ryo and the rampage of terror wrought by the evil Bydo Empire. With 16-Bit graphics and sound, you won't believe just type — or aim. Look for Super R-Type, coming to your planet soon.



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



Nintendo

**irem**  
IREM AMERICA CORP

Irem America Corporation  
8335 154th Avenue N.E.  
Redmond, WA 98052

© 1987 Irem. Nintendo and Super Nintendo Entertainment System (SNES) are registered trademarks of Nintendo of America Inc.

CIRCLE #158 ON READER SERVICE CARD.



# GunForce™



## **SUPER HOT GRAPHICS FOR SUPER NES!**

### **STOCK UP FOR AN INVASION OF BUYERS!**

*GunForce* blasted its way into the top ten charts in the arcades. Which means you're sure to see explosive sales on Super NES. Get ready for an assault of orders from players reading our ads about spectacular special effects. Mind-boggling graphics. And two-player simultaneous action. Put *GunForce* in your arsenal. And watch your profits skyrocket.



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



Licensed by  
**Nintendo**

**irem**  
IREM AMERICA CORP

Irem America Corporation  
8335 154th Avenue N.E.  
Redmond, WA 98052  
TEL: (206) 882-1093  
FAX: (206) 883-8038

© 1992 Irem, Nintendo and Super Nintendo Entertainment System (SNES) are registered trademarks of Nintendo of America Inc.

CIRCLE #158 ON READER SERVICE CARD.

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>KONAMI</b>	<b>SUPER NES</b>	<b>AVERAGE</b>	<b>JUNE</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>N/A</b>	<b>ACTION</b>	<b>35%</b>



**TEENAGE MUTANT NINJA**

**TURTLES  
IV**

**TURTLES IN TIME**

**TURTLE POWER  
16-BIT STYLE!**

This is definitely a cart that we were eagerly awaiting and the crew at Konami has not let us down. *Turtles 4: Turtles in Time* is one of the best looking, best sounding carts that we saw at the CES. The animation is absolutely incredible and the Turtles have over 20 different moves through tons of animations for attack, pain and death. The game play is solid and fans of the first and second coin-op will be very familiar with the controls. There are quite a few new moves that the Turtles can perform, such as one we call the Droopy Dog move. The Turtles will grab a Foot Clan soldier by the arm and slam him in the ground. There are also two new games within the cart that can be selected before playing. You can try your skills at defeating enemies in record speed in the Time Trials Mode. You can even challenge a fellow player in the Versus Mode for some rough and tumble Street Fighter 2 style action!



**LEONARDO**



**MICHELANGELO**



**RAPHAEL**



**DONATELLO**

**BEAT YOUR RECORD IN THE TIME TRIALS!**



**CHALLENGE A FRIEND IN THE VERSUS MODE!**



# SUPER EGM PREVIEW!



**LEVEL ONE - MANHATTAN AT MIDNIGHT**



**BOSS ONE - BAXTER**



**LEVEL TWO - BACK ALLEY RUMBLE!**



**BOSS TWO - MECHATURTLE**



**AWESOME MODE 7 SCALING!!!**

**MORE THAN 20 AWESOME MOVES!!!**



**MORE TURTLE POWER!**

With the added power of 16-Bit technology, Konami brings the Turtles to life with colorful graphics, awesome animation and incredible sound. One of our favorite moves is the one you see to the left. You can actually hurl an enemy into the foreground of the screen thanks to great Mode 7 scaling. All in all, this is the best Turtles adventure yet, and will be a hot game to watch for in the near future.



**WATCH OUT FOR MANHOLES!**



**MANY WAYS TO DIE!**

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>CAPCOM</b>	<b>SUPER NES</b>	<b>HARD</b>	<b>SUMMER</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>16 MEG</b>	<b>12</b>	<b>FIGHTING</b>	<b>50%</b>



Bah! Seeing you in action is a joke! Wait until I hit the Super Nintendo in early Summer '92! We will see who is the strongest, buddy!

**MY STRENGTH IS MUCH GREATER THAN YOURS.**

**YOU BE THE JUDGE!**

Street Fighter fans rejoice! As Sushi-X proudly mentioned months ago, Street Fighter 2 is coming for the Super NES, and it's here! This bold translation is the largest game available for the Super NES to date - 16 MEG! The control, graphics, game play, music and two player competition are faithfully reproduced on the 16-Bit monster, much to the delight of gamers across the globe. This is one title that is guaranteed to be one of the hottest in gaming history! Reserve your copy now!

At the present time, a controller with a standard rectangular six-button configuration is not available for the Super NES. However, thanks to the option mode, the six buttons on the Super NES controller can be configured to work with any company's controller that operates all the Super NES buttons. In the mean time, if the standard configuration shown below is hard to handle, feel free to rearrange it as you see fit.

**THE SUPER NINTENDO VERSUS THE SMASH COIN-OP\***



**SUPER NINTENDO**



**ARCADE COIN-OP**



Hah! Attack me if you dare, I will crush you! My berserker rage is unbeatable, and no man, woman or mutant can stay my wrath! I will prove it the Summer of '92 in homes around the world!

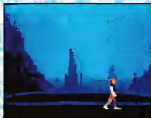


Really? Yet you must defeat Sheng Long to stand a chance! I am the epitome of discipline, and you will be hard pressed to mount an offensive against me. My dragon punch is supreme!

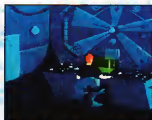
# STREET FIGHTER II

\* The Super NES game shown at the CES was an early alpha cart and, as such, the final game screens could differ slightly from those shown here.

# OUT OF THIS WORLD



At the beginning of the game, you will see your player go to work. He will take a drink from his soda can and then...BOOM! Lightning hits his experiment and there is a gigantic explosion. This blows a hole in the floor and our hero falls downward into an underground pool of water. Swim to the surface, and the bizarre adventure begins.



## HELP! I'M STUCK IN ANOTHER DIMENSION!!

At the recent CES show in Las Vegas, Interplay showed one of their new carts under development. The game was originally designed for computers, but with the power of the super NES, it now can be made for a home system! Called Out Of This World, this cart uses the Super NES to its maximum capabilities! It uses real-time polygonal graphics, which allows for fast game play in cinematic style.

During the game, you will find yourself in many different situations where you are trapped, or about to die. You must find the right way out of danger. Once you escape you have to find the next place to go.

At the start of the game, a scientist, Lester Knight Chaykin (you), are heading to your office to do a little work. As you are working on your computer, you are suddenly sucked into the earth by a force caused by a freak act of nature. You have been brought to another dimension where your life depends on your speed and sharp senses. Now, just find your way out!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	INTERPLAY	SUPER NES	MODERATE	SPRING
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACT/ADV	85



While walking down a path, you will see an odd, lion-like creature. When you do, RUN! If it catches you, you will be slashed to pieces!



It is very difficult to escape from this cage! If you keep trying though, you will eventually get the "swing" of things!



Once freed, find the gun on the ground and start to blow away enemies! Be wary of everything and "everyone" around you!

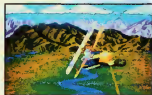
# WINGS

ACES HIGH



## THE DOG FIGHT

Your mission is to clear out enemy planes. You must go one-on-one with the enemy in an old fashion biplane!



## BOMBING RUNS

Another one of your missions is to drop bombs over enemy lines. Your targets include enemy installations. Make sure that you do not get hit by a machine gun shell as you fly low to the ground.



## THE SKY IS THE LIMIT

Prepare to take to the skies and blow away enemy planes in your Sopwith Camel! Thanks to the Super NES, you can do just this with Wings 2. The game is the sequel to the popular computer version of Wings, with a few changes. You no longer get a view from the cockpit. Now, there is a behind the plane perspective that allows you to have a better idea of where your plane is in relation to the ground. Also, you have a top down bombing perspective where you look straight down at the ground from above your ship's wing.

The game takes place in France, in the year 1916...with the dawn patrol.

Once you leave the ground and fly toward the enemy, you enter your own war. It will be a dog fight, and there will be nowhere to hide. There is nothing between you and your enemy except rapid fire shooting and aerodynamically amazing flying maneuvers.

You have to free your sector of enemy aircraft. If you fail, you die. The only way home is to shoot them down before they hit you. There is only blue skies between you and your enemy. It takes more than accurate shooting ability to play this cart. With spectacular digitized graphics this cart is hot!



*Do not let this happen to you!*

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NAMCO	SUPER NES	MODERATE	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SIMULATION	60%

**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>NTVIC</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>APRIL</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>8</b>	<b>SHOOTER</b>	<b>90%</b>

**MASSIVE WEAPONRY!**

At the beginning of each round you get to pick which super weapon you want to use. There are fifteen in all, but here are a few...

<b>MEGABEAM CANNON</b> 	<b>SONIC SHOOTER</b> 	<b>HEAT ARROW</b> 	<b>AUTOAIM VULCAN</b> 
<b>SPRAY MISSILE</b> 	<b>ATOMIC MISSILE</b> 	<b>LASER CANNON</b> 	<b>HOMING MISSILE</b> 

**THE EARTH IS BEING INVADED!!!**

There was a time of peace that once ruled over the galaxy. However, that time was soon to come to an end. In fact, that time is *now*. Evil alien forces have started a massive attack on Earth. They plan to take over the peaceful planet, and make its inhabitants bow to their control.

Yet, there are two pilots that are willing to battle against the invaders. These pilots are the best that Earth has to offer, and they fly the latest U.S. war planes.

You can take on these invaders by yourself, or you and a friend can attack them simultaneously. When playing in the two player mode, you can have your ships join together for double the power and challenge!

**STAGE 1**

Even though this is the first stage, the action is intense. Notice that you must kill many powerful mini-bosses before the real boss.

**STAGE 2**

The enemies in this round are very hard to beat. The best super weapon here is the auto-aim vulcan. The boss takes many hits to beat.

**STAGE 3**

In this level, you will be attacked by enemy tanks. The boss at the end is also a tank.

Thus, when you see tread marks, prepare to fight.

**STRIKE GUNNER**





MALLET

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRADEWEST	SUPER NES	AVERAGE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	NA	ACTION	10%



KICK



BIG CHOP



SHOULDER SLAM



SIDE KICK



SUPER JUMP



"THREAT"



JUMP



SUPER KICK



RAM-BUT

## THE TRIUMPHANT TRIO IS BACK IN 16-BIT!

The famous toads that rocked the NES with all-new special effects and intense game play mixed in with TONS of cool moves is now about to star in a 16 bit upgrade!

The Dark Queen is back in action! Now this time, Zits has been captured and Pimple and Rash are out to take on the armada once again. Similar to the play of the original Battletoads, this version has included all new moves as well as some cool improvements to the original special moves. When you do a special kick or head but, your appendages grow to incredible sizes! Here's a sneak peek at this awesome upcoming title.

## TRULY TOTALLY AWESOME AND DEADLY LEVELS!



Even though only 10% complete, you can see the awesome detail in the levels and depth, not to mention the HUGE end-of-round bosses that need to be dealt with!

# PIMPLE

# RASH

## SUPER

# BATTLETOADS™





# ROCKIN'

# ROLLIN'

## SUPER OFF-ROAD

Grab the wheel of your Toyota super-truck and hit the gas! Based on the #1 arcade game, SUPER OFF-ROAD for the Super Nintendo Entertainment System brings you all the thrills of real off-road racing... but without the mud in your face. Watch out for the jumps, mud holes and other obstacles on the 64 different Mickey Thompson Off-Road track configurations! Race against a friend and two computer-controlled trucks simultaneously! Trade in your winnings for accessories at the Speed Shop and improve your chances for victory! From match-offs to spin outs, this is as close to genuine short-course racing as you can get. And for off-road action on the go, check out SUPER OFF-ROAD for your Game Boy!

TradeWest, Inc. 2400 South Highway 75, Corsicana, Texas 75110

©1991 TradeWest, Inc. Licensed to TradeWest, Inc. by the Leland Corporation, one of the world's leading U.S. based coin operated games manufacturers. Nintendo, Super Nintendo Entertainment System, Game Boy, and the official seal are trademarks of Nintendo of America Inc.



# TRADEWEST

CIRCLE #185 ON READER SERVICE CARD.

# THE SIMPSONS BART'S NIGHTMARE



## "EAT MY 16-BIT SHORTS, MAN!"

Finally, the long awaited Simpsons has arrived and animated the screens of the Super NES!

Bart is asleep at night, when suddenly, he slips into a subconscious dreamland and realizes he must fight against the terrors of his own mind!

Now, you (Bart) must brave the streets of Springfield against crazed busses and raving, old women with VERY blunt canes. Swim in the toxic water that created Blinky the three-eyed fish, or be a super sleuth and search for clues to your survival in the dark of night. Watch out for your family, as they will do many things to either help or hinder you!

All of the music is straight from the television show. In addition to the music, a lot of familiar faces from the cartoon series will make special appearances throughout the game. All Simpsons' fans rejoice!

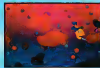
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCLAIM	SUPER NES	AVERAGE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	60%

### TRAVEL DOWN SPRINGFIELD'S STREETS!



*In level one, riding down your street can be dangerous when old ladies and busses hunt you down!*

### TONS OF DIFFERENT LEVELS!



*Other stages include a toxic lake and a funky, spy/action sequence that will thrill and amaze!*

### CHANGE YOUR FORM!



*Be careful in your travels as you could be transformed into a lowly frog. Lisa will appear from time to time and in this version, she has been given magical powers!*

# BRING THE HIT ARCADE GAME HOME!

# SUPER SMASH TV.



Relentless Onslaught!



Big Prizes!



Scarface Massacre!



M.C. Mayhem!



Total Carnage!



Cobra Extermination!

## SAVE YOUR QUARTERS...

Once, the only way to experience the explosive, arcade action of Smash TV was to play it in the arcades. That was then...

**SUPER SMASH TV™** for your SUPER NES™ is now! It's the real arcade game! Sure, you can win cars and toasters - but first destroy the metal munching twin cobras, 30 tons of angry Mutoid Man, club wielding mechanoids and more. After all, this is the game with the ultimate in prizes...your life! Tune into SUPER SMASH TV™ and bring the smashing arcade action home!



Smash TV™ © 1993 Williams® Electronics Games, Inc. Nintendo®, Super Nintendo Entertainment System® and the official seal are trademarks of Nintendo of America Inc. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved.

CIRCLE #150 ON READER SERVICE CARD.

**YOU HAVE NEVER SEEN  
GOLF LIKE THIS!**

At the winter CES, Nintendo gave EGM a preview of what they are working on for a potential game this summer, and this cart looks hot! This is crazy, weird, wild, idiosyncratic and futuristic 3-D miniature golf! Special Tee Shot involves the concept of golf, but includes a new twist. The play surface is on a course that shifts, moves and is suspended in air! The main objective is to hit the ball and make it to the goal flag on the other side of the course. You may choose to be a beginner, amateur, professional or a master. The elements you have to deal with are the wind, hills, water hazards, triangular blockers and many more things to stand in your way of reaching that hole! Try to finish the hole with the fewest strokes possible.



Selecting your class will determine which course will be played. If you think you can hack it, go for the Pro or Master courses.

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>NINTENDO</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>SUMMER</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>4 MEG</b>	<b>N/A</b>	<b>SPORTS</b>	<b>80%</b>

**MEMBERS LIST**

No.	Name	LV	Class
1			
2	DAV	0	Beginner
3	X	0	Beginner
4	Y	0	Beginner
5		0	Beginner

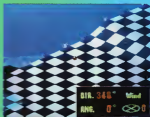
Sign up on the roster list and choose your difficulty.



This is a map of the first course - the beginner level!



Take into consideration the wind, angle and direction of the shot.



Be careful of falling off the edge. This part is dangerous!



Out of bounds in the water!



It is the fourth shot and par four. You had better get this one!

# Special Tee Shot\*

\* Working game title only and subject to change. Also known as Sparking Shot.



*The triple shot and the spread weapon are deadly. Check out those planets!*



*Hear explosions that will rock your speakers! The green wave effect is awesome.*



*Missiles galore! This baby packs a powerful wallop against the evil empire!*



# SPACE MEGAFORCE



*The firepower is immense! Just look at these curving lasers! The excitement continues!*



*This is the super-powered megablast that will destroy everything on the screen.*

## ENTER A NEW KIND OF FORCE!

You know the story. Alien race comes to invade the planet and you are the only hope for survival. Sounds like the same old thing, right? Wrong! Get ready for a new dimension in shooter excitement. Space Megaforce will take you into the next generation of games with never before seen graphic detail and incredible attack variations. A choice of eight firepower items is at your disposal and each can be powered-up to six levels. This means that you have 48 different weapons to suite each situation in the game! Enemy attack methods are bizarre, with lasers and missiles flying everywhere on the screen. With all of this power under your control, you know that this will be an intense game!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TOHO	SUPER NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	6+	SHOOTING	80%

## THE EQUINOX HAS ARRIVED!

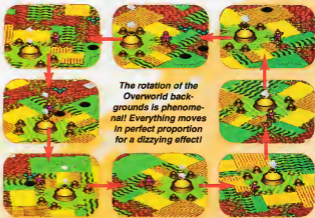
Many years ago, the great wizard, Shadax, was kidnapped by some evil villains determined to rob him of his powers. No one has heard from Shadax in years, but one brave soul, Glendaal, is driven by an unknown force to rescue Shadax from his captors!

Equinox is an adventure game with a different twist to it. The Overworld scenes use the rotation ability of the Super NES in a way never attempted before! In this super cart the background rotates as you change directions in your travels.

After finding an entrance to the Underworld, jump in and be prepared for an even tougher adventure!

The music is among the best ever heard, the quest extremely challenging, and the rotating backgrounds are truly spectacular and revolutionary!

## SPECTACULAR MODE 7 ROTATING BACKGROUNDS!



*The rotation of the Overworld backgrounds is phenomenal! Everything moves in perfect proportion for a dizzying effect!*

## THE OVERWORLD

*The Overworld is where you can witness the fantastic scaling and rotation incorporated into this game! Journey across pastel colored lands looking for entrances to the Underworld. You will face hordes of creatures that are out looking for a good lunch! Once you find the entrances to the Underworld, be prepared for a journey like you have never experienced before!*



# EQUINOX

## THE UNDERWORLD

*There are eight dark and dangerous dungeons in the Underworld to conquer. In the Underworld, you must face even deadlier foes than before, such as the Ghost! Along the way, you will find keys to open exits and apples to restore your health! At the end, take on a huge dungeon beast in order to return to the Overworld!*



<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>SONY IMAGESOFT</b>	<b>SUPER NES</b>	<b>AVERAGE</b>	<b>SUMMER</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>8 MEG</b>	<b>8</b>	<b>ADVENTURE</b>	<b>50%</b>



Here's one RPG game where you can dive right in. And you know what you must do. Only you can save Lakeland from the dark forces that possess Lagoon. Instantly you'll be submerged in your quest. Wade through complex labyrinths, battling evil at every twist and turn. Whether you're an experienced RPG player or just looking for hours of Super NES® adventure, it's time to test the waters.



16 dazzling spells will leave you spellbound.



Our creatures are master scorers and uglier in 3-D.

# COME ON IN, THE WATER'S FINE.



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SONY/IMAGESOFT	SUPER NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	6	ACTION	15%



Your normal weapon will be a short distance throwing dagger.



Tinkerbell will give you the power to fly!



Many different enemies await to challenge you!



Power-up your weapon to create a sword that you can use for greater distance!

## YOU WILL BE HOOKED!

Having grown up to live as any adult, Peter Banning does not believe in fairy tales. In fact, he does not even remember such tales from his own, very important youth in a place called Neverland. However, Peter Banning, once known as Peter Pan, must return to and remember this place of eternal youth because his children have been kidnapped by the evil Captain Hook! Armed with a dagger, you (Peter) must battle through the obstacles that Hook sends to ham-



BOSS ONE!

At the end of the first level, you will be confronted by a boss with a sword!

per your progress. Power-up your weapon to become a mighty sword. Experience the challenges of season changes and receive

help from Tinkerbell, as she can give you the power to fly! Save the children!

# Hook



© & TM 1991 TRI-STAR PICTURES, INC. ALL RIGHTS RESERVED. HOOK™ AND ASSOCIATED CHARACTER NAMES ARE TRADEMARKS OF TRI-STAR PICTURES, INC.



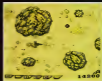


**HIGH VOLTAGE WARNING:  
OPEN ONLY IF YOU'RE QUALIFIED  
TO HANDLE MEGA MEGA POWER.**

Are you up for the most intense interstellar assault on Game Boy®? Well if you've got the right stuff, we've got the challenge.

- ☐ Juiced up two megs supply incredible graphics and smooth game play.
- ☐ Command the Vic Viper Model BP 456Y Star Fighter as you rip through 5 grueling stages battling the Bacterian Beast Squadron.
- ☐ The double scrolling technique adds an amazing 3D effect so you get a sharp view of every move.
- ☐ Equipped with three supremely lethal attack modes: Intruder Missiles, Double Guns 'A Blazing and Laser Warfare.
- ☐ Five different power-ups help blast your way to survival including Ripple Blasts, Multiple Warheads, Ghost Fighters, Force Fields and the Mega Destruction Device.
- ☐ Hone your battle skills in the Practice Galaxy. That's what it's designed for.

The Bacterian Beast Squadron is fast approaching. If you don't have your act together, you're fried.



**KONAMI®**

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
HAL	SUPER NES	AVERAGE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	RPG	99%



## PICK A CARD...ANY CARD!

Hal once again brings out another title for the super NES. However, this one is a little more than just your average shooter. Enter a world of card-playing fantasy and adventure that combine to form an RPG of magnificent proportions!

Rooks, a descendant of the last of the Card Masters, must defend the kingdom using the old ways - and the old magic of the cards.

Your enemy, the Empress Rimsala, might not always appear to be who or what she appears to be. Therefore, you need to observe every detail with great caution. You should explore every corner of the dungeons, forests and caves before proceeding. Play this game for a lot of gaming diversity, style and fun!

### THE CAST OF CHARACTERS

ROOKS



TEFFA



SALAH



SYLPH



### TAKE ON DOZENS OF EVIL MONSTERS DOWN IN THE DUNGEONS!



### VISIT THE VILLAGES ONCE OUT OF THE DUNGEONS!



**FULL 16-PAGE STRATEGY GUIDE!**

**M.C.  
KIDS**

# **STRATEGY GUIDE**

**CHECK OUT THE  
HOTTEST TIPS  
AND TACTICS!**

**FOLLOW THE  
STEP BY STEP  
STRATEGIES TO  
COMPLETE THIS  
AWESOME QUEST!**

**FOLLOW THE  
ADVENTURES  
OF THE  
M.C. KIDS!**

**EXCITING  
CHALLENGES  
FOR GAMERS  
OF ALL AGES!**



# M.C. KIDS

## NEW KIDS ON THE MOVE!

M.C. Kids™ is the new action/exploration title for the Nintendo Entertainment System™ from the game design team of Virgin Games. With the apparent termination of the Super

Mario Brothers™ series on the NES, M.C. Kids is destined to fill that spot.

Filled with bright colors, smooth game control, large levels, and characters that kids from all ages can relate to, M.C. Kids is the Mario adventure of the future.

The story of M.C. Kids takes place

in McDonaldland™, a place of fun-filled action, picnics, and friends. Ronald was showing off his Magic Bag at a Meadow when suddenly Hamburglar™ ran by, snatching the Magic Bag from Ronald's grasp. Ronald enlisted the help of two young boys in an attempt to recover this dangerous item. To advance into further areas, the young men must find the magical puzzle cards in each area. Many secrets lie in wait for the twosome.

With the Magic Bag in Hamburglar's hands, chaos has run rampant throughout McDonaldland. The creatures indigenous to each area are determined to stop the boys from reaching the Magic Bag. Ronald and his friends have placed Magic Blocks everywhere to help the M.C. Kids retrieve the Magic Bag. Each area is loaded with secrets, techniques, and surprises guaranteed to test their reflexes and challenge their mind. Ronald has divulged a few tips to help...

## CHECK OUT THIS ALL-STAR CAST!



MICK™ &  
MACK™



These young men are hamburger fanatics. They love adventure and french fries on the side.



RONALD  
MCDONALD™



He is a clown with a frown. He lost his Magic Bag to Hamburglar, and cannot get it back.



BIRDIE™



Birdie the Early Bird lives in a tree-house high in the sky and may have some leads for the M.C. Kids.



GRIMACE™



Grimace has a secret! He has an important clue to help the M.C. Kids get the Magic Bag.



PROFESSOR™



He is a wiz with gadgets and gizmos of all shapes and sizes. He will help the M.C. Kids anyway he can.



COSMC™



CosMc is an out-of-this-world dude who knows how to relax. He holds the key to reaching the Magic Bag.

# McDonaldland

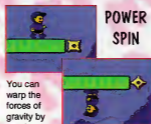


## ADVANCED TECHNIQUES



### BLOCK PULL

Magic Blocks may be picked up from the side or from below. Magic Blocks will knock out the enemies and give you life.



### POWER SPIN

You can warp the forces of gravity by running toward a spin block and whipping upside down. Watch out for the sky!



### POWER JUMP

Jump Blocks are strewn throughout McDonaldland. They give you an extra boost to reach high places.



### SUPER JUMP

By holding a block, you can use the Super Jump Block and soar to the heavens (almost), and reach the greatest heights.



### DIRT DIGGER

You can dig far beneath the earth in certain areas. You may only dig to the side of you or below you. Don't hit rock bottom!

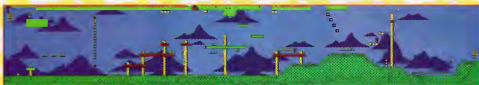


### STEP BLOCKS

Sometimes you may see a block frame roaming the skys. If you can place the step block here, you can go to secret places!

# Ronald's Clubhouse

Ronald's Clubhouse is the first area you must conquer. If you can retrieve four of Ronald's Puzzle Cards, you will be able to proceed to Birdie's Treehouse. After getting all six, you will be able to enter Ronald's Puzzleworld, but you need six Secret Cards in order to play these fun-filled worlds. Seven Puzzle Cards are hidden here.



## The Garden

This is a land of green grass and many techniques. You will have to utilize the spin block to reach a card for Ronald's Clubhouse. It is below a platform and much too high to jump for, so just spin around, grab the

card, and make for the exit. If you want to stock up on lives, coins are scattered everywhere! Gather up over 100 coins, and you will be transported to the Bonus Level where you can compete to gain numerous extra lives or change the

identity of your M.C. Kid. The trick to the bonus areas is to stay on the up arrow block until you can jump to the ledge above. Once there, you must choose between two zipper passages that lead to 1up areas. Try to get them all!



The Garden hides Ronald's third Puzzle Card underneath a platform. Use the spin block to reach it. If you decide to stay upside down, you can reach more coins. The Super Jump Block is on the ceiling. Use it to return to the spin blocks when you are done roaming the sky. Beware the one-way blocks. They will send you back to the beginning of the level, hurtling you head over heels.



Not counting the extra bonus coins you receive from the finish line, you can accumulate 44 coins on this level alone. Since it takes 100 coins or more to reach the Bonus Level, this is a good spot to stock up on extra turns. Remember to use the spin blocks to get coins on the ceiling. Six more coins are hidden at the very end of the level, past the Garden finish line.



You can easily gain an extra life every time you enter the Garden. First, near the end of the level you must jump over some one-way blocks to reach the finish line using some Magic Block platforms. If you can reach the highest block, you will be able to jump onto the 1up and over to the six hidden coins to the right. Jump back onto the 1up and grab it to finish the level.





### *Gopher Grove*

This area is loaded with gophers and spiders! You can find Ronald's first Puzzle Card near the middle of the level. Bounce on the jump block to reach the platform where it awaits. Near the beginning, you can gain a 1up high in the sky by uncovering the hidden jump block.



### *Lazy Leaves*

Use the floating leaves as ledges to reach the upper areas of this level. Near the middle of the round, Ronald's fourth Puzzle Card lies hidden on the branch of a tall tree. Use a jump block to get to the branches, go left to the tree, then fall down the left side of the tree to the card.



### *Mountain View*

Ronald's fifth card is lying out in the open on a platform. Near the end of the level. If you can manage to get on top of the ceiling, you can gain many extra lives in a secret passage at the end. You will then fall just to the right of the finish line, so you can easily end the round.



### *Hidden Glen*

This level hides the first card to Hamburglar's Hideout. It is hidden high in the sky. Jump on the first horizontal branch and wait. Leaves will begin to fall that can take you to the card. A 1up is hidden directly above you, but be sure to take a block with you to hit the gopher.



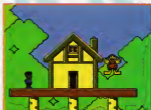
### *Towering Trees*

Ronald's sixth card is hidden in a tree directly above you when you start. You will have to climb up the right and fall down the left. The Professor's second card is at the top of the tallest tree. A 1up is near this card. You can also reap many coins if you can use the jump blocks here.



# Birdie's Treehouse

In this level, you can easily find your head in the clouds as you brave icy caverns, bottomless pits, and harrowing jumps. Every one of Birdie's Puzzle Cards are located here. If you get 5 cards, you may pay a visit to Grimace's Highlands. If you get all six cards, you get a free life as well. In all, eight Puzzle Cards are hidden in Birdie's Treehouse.



## The Stratosphere

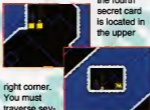
This level is certainly way up there! Based in the clouds, you must ride them to even higher areas where cards await! The third card for Birdie's Treehouse is hidden near the end up near the top of the screen. Floating clouds will take you to it. You can get the sixth card to Hamburglar's Hideout directly above you when you start. Take the first cloud and jump off to a ledge on the left. Follow the ledges to left until get back to the beginning and jump left. You should land on a cloud on the left ledge,



right next to the card. Two tups are here.

## Icy Maze

As chilling as it sounds, the Icy Maze level is not too difficult. Two cards are hidden here, one by the finish, and one through a zipper passage. The first card of Birdie's Treehouse is the one near the exit. You need to jump off the slope to reach it. The zipper passage concealing



the fourth secret card is located in the upper

right corner. You must traverse several slippery jumps to reach it. In fact, the crucial jump is one where you must do a squat jump, which make you jump higher. If you want to stock pile free men, a 1up is located near the

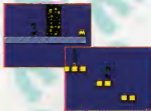


beginning, next to a lonely gopher. The key to this level is to go with the flow. Follow the slopes and ledges to your goal. The only real danger are the jump blocks at the bottom.



## Slippery Slopes

Birdie's sixth card is here, up in the sky once more. Run full speed ahead, hit the slope ending with a ramp, jumping squarely onto the second ledge. Walk to the right, bounce on the jump block to the ledge and the card skyward. A zipper is located near the finish.







### Secret Surprise

The secret of this level is to jump on the cloud overhang at the start, then spring to the cloud bank on the left. You can fall down the left side of the clouds to a secret passageway concealing many coins and Birdie's fourth card just to the right of a jump block. The finish is nearby.

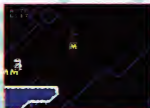


### Frozen Caverns

Here is another cavern full of slippery surprises! You can find Birdie's fifth Puzzle Card here as well as four brilliantly hidden 1ups. If you really want to top out your extra lives, this is the place! Several angry snow-

men are roaming these caverns, each bent on driving you away. Some shivering gophers sit on the ice ledges in an attempt to knock into off into oblivion. Learn to use your jumps wisely and you can cruise to the end in no time! Watch

out for the gopher blocking the finish line. He is easily knocked away with a couple of magic blocks. If you decide to take the high route, beware the spike pitfall along the way. If you fall in, chances are that you will not escape.



The fifth card for Birdie's Treehouse is not hidden, but it serves a much greater purpose than it seems. It is suspended in mid-air near the beginning. Your only danger is to knock off the ramping snowman on the ledge.



The spin blocks near the end of the level will let you access the coins suspended at the ceiling above. They can also provide you with another way to reach the elusive four 1ups hidden just to the right of the finish line...



The four 1ups are easy to reach if you don't take the card. Jump on the card, then jump onto the diamond shape in the background. Then move over to the next diamond shape to the right, and once more to top of the level...



### Frosty Mountains

You can get four 1ups here also, as well as the second card to Birdie's Treehouse. Your first move is to fall through the snow, then work your way back up the right side using the jump blocks. You will come across the card along the way as jump up to the finish.



# Grimace's Highlands

The Highlands are separated into two parts. If you can find three of Grimace's cards, he will build you a path to the other levels. This area contains 9 cards. If you find five cards, he will show you how to get to the professor's Workshop, and if you find all six cards, Grimace will give you a very special clue about the last level.



## Cliffon Heights

Grimace's third card is here, located directly above you when you start. You need to climb the first cliff, then take a running jump to the left to the cloud in the sky. You may also find three 1ups total using the zipper passage high in the sky. You can fall to the right of the finish line.



## Moose Bridge

This level contains two cards. Grimace's fifth card lies directly below and to the right of the start. The sixth Secret card is all of the way to the right at the top. You need to stay on the upper rickety bridges to reach it. The jump block will help you get to the upper areas.



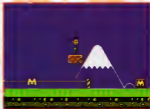
## Lumberjack Lane

Again, you may find two Puzzle-cards! Grimace's sixth card is located below the treetops. Stay at the bottom and you will find it. The Professor's third card is found at the top near the finish. Search for the hidden jump block at propels you to the top of the trees and head right.



## Fry K Falls

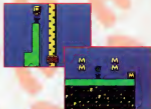
These falls are not healthy! Only Grimace's fourth Puzzle Card is hidden here. You'll find it just to the right of the finish line. To get there, keep to the top of the falls, and look for the red platform near the top of the screen. It will take you. Many 1ups are strewn throughout.





### Danger Lake

This lake is full of watery dangers, like M.C. Kid-eating piranhas! Boat across the cavern until you reach the red platform. Jump on it and let it sink half-way down. Get the step block and go back to the left. By using it, you can reach Grimace's second card on the upper ledges.



### Far Falls Forest

This forest will trap you in the water if you fall at the wrong spot, leaving you as fish bait. This level has two hidden Puzzle Cards, one of which is crucial to getting to Ronald's Puzzleland. One of the first

rules to remember is not to jump blindly into the darkness, or you will surely fail. The boat has more than one use; remember to pick it up and take it with you everywhere you go. Surprisingly enough, you need the boat more than you need anything

else. Watch for the flying fish circling the dangerous waters below! If you can find the correct route, you may be able to reach both Puzzle Cards and a well-earned 1-up as well. Remember not to fall between the trees, or you're finished!



The easiest Puzzle Card to get in the entire game is right here. First, a zipper passage lies directly to the left of you when you start. Simply fall to the left and land on the platform below. Enter the zipper passage and you will reappear below the finish line. Ronald's second Puzzle Card will be right above you. Then, just jump up into the finish line to end.



Grimace's first Puzzle Card is well hidden in the upper right of the level. You will need to bring your boat with you as you climb the tree next to the large waterfall. You can place your boat on this waterfall and ride across to the Puzzle Card and a handy extra life. The level isn't over yet, however; you still need to jump across a couple of small waterfalls.



The hardest portion of this level is navigating the waters underneath the flying fish. The pattern is relatively recognizable as a circle. You may not say the fish, but imagine them circling about to jump on you. Timing must be excellent to pass them without losing life. One flying fish awaits you on the large waterfall. Look for the fish near the end.



# Professor's Workshop

The Professor wants to build you a rocket to CosMc's Retreat, but he needs 5 cards to do it. He can also build a shortcut to Ronald's Clubhouse if you get all six of his superbly hidden cards. This area contains 8 Puzzle Cards, of which only four are the Professor's. The two of the cards are vital to defeating Hamburglar.



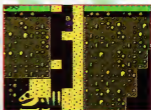
## Ports O' Comets

This level has two valuable cards. The first is the fifth Secret card. It is found just below you when you begin. To reach it, head to the right until you can fall down. When you fall, be prepared to swim like crazy! Head back to the left, grabbing the card and entering the zipper passage. In the zipper passage, head to the left to get a 1up. Now you are back at the beginning. Head to the left and grab a magic block when you can. You will need to jump on a super jump block to reach the third card for CosMc's Retreat. Without this card, you cannot finish the game. Watch out for the falling comets!



## Dino Dunes

Among the fossils at the Dino Dunes lies one hard to reach card. Here, you must use a little foresight when you dig or you will find yourself trapped without the means to finish the level. The first step to defeat this level is to reach the step block. It is located on a ledge below the surface. Get it and place it in the empty frame near the beginning. You will reach the ledge with the spin block. First, dig out all the dirt below this ledge. Then dig out a zig-zag passage through the sand to the areas below. Now return and use the spin block. You will be able to reach the fifth card for the Professor's Work-



shop and a 1up. Return to the spin block and become right-side up. Go back down the zig-zag passage and head to the right. You will see a sand ledge that you can dig through to get some coins. Keep going down the right side until you hit the last ledge. If you head to the left, you can dig into a cubby-hole and retrieve two free lives. If you didn't trap yourself the finish line is just to the right of this area. Watch for the hermit crabs lurking in the shadows. Many 1ups are hidden in the sand. Look for the hidden coin grove at the very top of the level, near the center. More coins, the better!





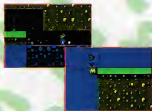
After you retrieve the step block, place it in the empty frame at the beginning. Now if you get on it, it will take you to a zipper passage! This is the only way to retrieve the Puzzle Card and find the correct exit, so don't miss it. Be careful! The squirrel is looking for you.

### *Magic Forest*

Here, all is not what it seems as you race forward, only to run into the finish line quickly. Here's a tip: jump over the finish line and you will find a step block to use at the beginning. The Magic Forest hides the Professor's first Puzzle Card.



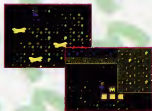
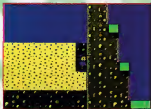
In order to jump over the finish line, you must be prepared to make a series of jumps over birds, gophers, and squirrels. You must land on the tree stump before the finish line and immediately jump over without stopping. The same applies coming back to the start.



The first Puzzle Card is the second Secret card. It is hidden in a zipper passage that takes you to the finish line and another 1up in the dirt. To get there, move until you get to the bone platforms and fall to the water. Now swim to the left through a narrow passage. That's it!

### *Desert Cove*

This area is another underground level hiding two special Puzzle Cards. You can find a 1up right at the beginning to help you get past this precarious level. Be prepared to do some high-powered swimming and squat jumping to finish!



The second Puzzle Card is the third card for Hamburglar's Hideout. It is located in the bone platform area far at the top. You will need to perform some extremely fast squat jumps to reach the upper bones. Be careful! The bones will fall after a couple of seconds.



The fourth card for the Professor's Workshop is located behind the finish line. To get there, simply fall down the left side of the ship, land on the platform, get a 1up, and swim to the right. You will be given a chance to pick a magic block that you will need for a Super Jump.

### *Captain's Ship*

Shiver me timbers! It's an authentic pirate ship! I wonder where the Captain is. This level hides two of the Professor's Puzzle Cards, so it is crucial that you learn it back to front. This level is best to do in two parts, finishing twice after getting a card.



The Professor's sixth card is hidden high on a mast. Follow the same procedure as the first card, but enter the zipper passage to gain access to the upper sections. Then simply head to the right on the masts and grab the lonely card. Watch for the gopher roaming here.

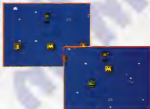
# CosMc's Retreat

This area is the smallest area, having only four levels to explore. Still, six Puzzle Cards are hidden here, five of which are for CosMc's Retreat. In this area, gravity is low, so your jumps are many times higher! CosMc will open an entrance to Hamburglar's Hideout if you can retrieve five of his cards. He does not give you anything for six cards.



## Moon Monsters

Yikes! Monsters with huge tongues are living in some of these holes! Look for CosMc's second card is high in the sky half-way through the level. His fifth card is hidden below the surface. Find the hidden entrance right after a tongue monster next to a sign.



## Switzerland

It is now time to go through the green cheese of the moon's underground area! CosMc's first card is here, as well as a few new enemies to watch out for! An indestructible version of the hermit crabs (which

look suspiciously like the Fry Guys) is roaming the floor, joined by a oogle-eyed space caveman! This maze runs in the same manner as the Icy Maze of Birdie's Treehouse. Just follow any pathway to reach

new power ups and Puzzle Cards. The map above should help you to get through this maze, allowing you to maximize your coin-collecting. Do not fall down the large chasm above the finish or you'll miss the line.



CosMc's first Puzzle Card is located in the upper right-hand corner of the maze, right above the finish line. To get there, You must travel along the corridor below the one where you start and head right. You will eventually come to a chasm which you must clear to reach a zipper passage. The passage will take to the upper portion of the maze.



You can find a couple of 1ups quickly and easily by following the lower portion of the maze. One 1up is located near the center, while the other is buried under some magic blocks just below the first 1up. One corridor leads underneath the finish line but do not follow it. Nothing is there for you to pickup. Do after the 1ups before you grab the card.

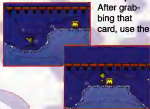


This level is really easy to regain lost life thanks to the Moon Crabs. Since they merely become stunned when hit, you can make a magic block up and down on them forever, giving you more health each time you toss on another block. It is really easy to do after you pass through the zipper passage. This is a good place to prepare for the finish line.



### Constellations

This area is full of high-flying fun! The first card you come across is below the jump blocks at the bottom. This is the third Secret card and you will need to lightly tap your jump button to reach it. Otherwise you will jump too high and propel up into the stratosphere.



After grabbing that card, use the



right or left-hand jump block and you will be able to reach a floating jump block in the sky. Bounce off of this towards the center. The finish line is here, but just land next to it. If you squat jump up, you can reach yet another floating jump block. Spring off of this one towards the left to reach a zipper passage containing



two Ups and coins. When you exit, leap to the right and you will land on a platform with CosMc's fourth Puzzle Card. Afterwards, jump back to the finish line in the center, avoiding the one-way blocks as you land. No problem! Your only danger are the numerous flying enemies everywhere.



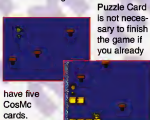
### Spring Fever

The sixth CosMc card is hidden on a ledge to the right of this level, but you can't reach it without the help of a zipper passage. When you start, uncover the left magic block and fall to the ledge below. Walk to the left and you will fall into a secret hole. Immediately pull to the right and you will land on the zipper passage. Enter it and you appear next to the Puzzle Card! Unfortunately, that is the easy part. You must walk left and fall between numerous jump blocks or you will never reach the finish line at the bottom! Your best bet is to remain near the sides and



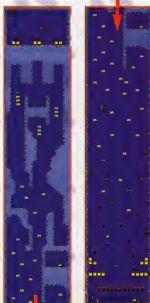
fall in a zig-zag pattern to one of the ledges

below. If you can manage to land there, watch out for the Moon Grabs lurking on the lower ledge. Another problem is getting around the corner of the ledge, avoiding the jump blocks covering the finish line. This



have five CosMc cards.

Puzzle Card is not necessary to finish the game if you already



# Ronald's Puzzleworld

All right! You have all six Secret cards, and you can now have fun, sort of. If you can finish all three levels, you will receive ten free lives from good old Ronald himself. If you can finish all three levels and pick up every coin on the way, you will be awarded with the best surprise, unlimited turns! This is a worthy challenge for any gamer!



## Phony Finishes

This is an easy level to finish. **NOT!** The true finish line is way to the right, and fake finish lines are everywhere! One wrong touch, and you are back where you started. To top it all off, one-way blocks are strewn in some precarious places. You will need to use step blocks, jump blocks, and even moving clown platforms. Talk about pressure! Every jump must be perfect or else everything you worked for is for naught! You may lose many lives before you finish this one! No enemies are here, but so what?



## Clowning Around

This is another level of unending frustration. You must jump around from platform to platform getting on moving clown platforms without falling to your doom or touching one of the one-way blocks, sending you hurtling back to the beginning. Patience is a virtue here, as you must sometimes wait for platforms to appear from a distance. One wrong jump, and you are history! Once again, no enemies are here to cause trouble, but neither is anything else, either! No 1ups means no hope to recover without getting 100 coins.



## Zippety Do Da

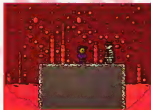
This is the most fun of the three Puzzleworld levels. Here, all you need to do is go into the numerous zipper passages until you retrieve all of the coins and the 1up hidden here. Be forewarned, however; this will not be easy! This level is merely a maze of zippers, and which zipper will take where is the question. The only way to find the answer is to enter every zipper more than once. Sometimes a zipper passage leads to more than one exit. Entering the same zipper twice in a row may bring you to a whole new area.





# Hamburglar's Hideout

Finally, you have reached the pinnacle of your mission, Hamburglar's Hideout! Here, you may find the remaining three Hamburglar cards and one Secret card. Once you have all six Hamburglar Puzzle Cards, Hamburglar will open up the Magic Cave. The Magic Bag has gone berserk and is in the cave, waiting for unsuspecting M.C. Kids!



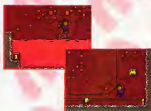
## Burning Bridges

The name says it all. Getting through this level will require perfect timing and split-second jumps. The bridges begin to burn when you touch them, so find shelter fast! Only the boulder platforms will float in the lava, so learn to use them wisely. Hamburglar's fourth card is here.



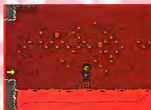
## Lava Belts

Get ready for some fun! This area may not be easy, but it sure is fun! Stand on the tractor belts and run to make them move. You may find a 1up early in this level with little resistance. The fifth Hamburglar's Hideout Puzzle Card is hidden here, near the finish line.



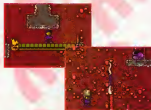
## Molten Madness

This level starts off with the bridge burning under your feet. Better get a move on! Hamburglar's second card lies at the end of the bridge, while the first Secret card is underneath a platform in the sky. You will need to use a spin block in the upper left corner to reach the final card.



## Magic Cave

This is the last level! Here, you must work your way to the end boss, the Magic Bag itself! At the end area, you will come across the Magic Blocks you have collected throughout your adventure (Grimace's final clue). Fight all four forms of the boss to recover the bag.



The contents within this advertisement supplement were provided to the Sendai Publishing Group by the participating company.

# M.C. KIDS

## One cool game. Two cool kids.



For pricing and orders, please call 800-VRG-IN07.  
Visa, Mastercard, American Express and checks accepted.



© 1991 Virgin Games, Inc.  
All rights reserved.  
Virgin is a registered trademark  
of Virgin Enterprises, Ltd.



The following are trademarks of McDonald's Corporation:  
M.C. Kids, Ronald, Ronald McDonald, Golden Arches,  
McEck, McEck, Hamburglar, Berlin the Early Bird, Grimace,  
Fry Kids, CosMc, The Professor, Ronald McDonald's  
Children's Charities, and McDonaldland.  
© 1991 McDonald's Corporation



Nintendo and Nintendo  
Entertainment System  
are registered trademarks  
of Nintendo of America Inc.

CIRCLE #115 ON READER SERVICE CARD.

*Cruise Through  
Seven Chaotic  
Levels*

*The Shoes! You  
Gotta Get The  
Shoes!*

*Be Careful! It's  
a Jungle Out  
There!*

*Master The  
Moves of a  
Magical Monkey!*



What are you looking at? I suppose you've never seen a fire breathing ape before, aye? Well to tell you the truth, neither had I, until that dirty rat Vookimedio turned me into one. All right! All right! I'll tell you who Vookimedio is and why he did this to me.

Vookimedio is an evil sorcerer who's had his eye on my girl for some time now and I can't say I blame him for that. But he's nothin' but bad news and, needless to say, my worst enemy! So, he and his big buddy, Bashtar the invisible giant, ganged-up on me and kidnapped my girl Miho. Vookimedio zapped me and turned me into a little, helpless monkey. Fortunately, the Spirit of the Jungle doesn't like those two scoundrels

either, and gave me the ability to blow fireballs. Otherwise, I'd just be a little snack for his crazy creatures.

Well, I'd better get movin'. I've got plenty of running, climbing, swimming, shooting, and jumping to do. Hopefully I can find my sneakers and get some serious air! If not, there will be plenty of goodies along the way I can use. Enough chit-chat already! If you're comin' along, you'd better be ready for a wild jaunt in the jungle. Hurry-up! I've gotta get out of this monkey suit!

**Nintendo**  
ENTERTAINMENT  
SYSTEM™

**TAITO**  
THE ONLY GAME IN TOWN™

Taito® and Toki™ are trademarks of Taito America Corporation. Nintendo and Nintendo Entertainment System are trademarks of Nintendo America Inc. © 1991 All Rights Reserved.

CIRCLE #161 ON READER SERVICE CARD.





Heavy Nova (MD-CD)



Soastice II (SNES)



Rocketeer (SNES)



Link to the Past (SNES)



Lagoon (SNES)



Adventure Isle (SP)



Super Off Road (SNES)

### PC ENGINE HARD

Great new titles and the first 3M game!  
Doraemon (Robo Cat) • Fighting Run • Super Kid • Coryon • Magical Chase • Him  
the Ice • Balstix • Salamander • Gradius • Ninja Gaiden • Paradus (8M) •  
Dragon Slayer

### PC GO & SUPER CD

Check out this awesome lineup! CD Wars!

Populous (SCD) • Dragon Saber (SCD) • Prince of Persia (SCD) •  
Ranma 2 (CD) • Poem of the Angel (SCD) • Adventure of Chris (CD) •  
R-Type Complete (SCD) • Hot Blood High School Soccer (SCD) •  
Browning (SCD) • Future Boy Conan (SCD) • Spriggan  
(M.U.S.H.A.) II (SCD) • Space Fantasy Zone (SCD) • Ziria II  
(SCD) • Star Proser (SCD) • Forgotten Worlds (SCD) • Shadow  
of the Beast (SCD) • Shubtubin Man 3 (SCD) • Super Vals  
Fantasm (SCD) • Cyber Dodgeball (SCD) • Rayxanber III (SCD)



URotbots (SNES)

### TURBOGRAFX

Impossible • Silent Debuggers • Davis Cup Tennis •  
Y's III (CD) • Vals III (CD) • Addams Family (CD) •  
Parasol Stars • Darkwing Duck • Panza Kick Boxing •  
Champions Forever • Cadash • It Came From  
the Desert (CD) • Camp California • Lord of the  
Rising Sun • Night Creature • Raiden • TV  
Sports Baseball • Turcan

Look for our CES update next issue!



Impossable (SNES)

### NEO-Geo

This new lineup is incredible!

20/20 Baseball • Crossed Swords •  
Super Eightman • Robo Army •  
Thrash Rally • Fatal Fury • Mutation  
Frenzy • Cybernetic Soccer

Look for our CES update next issue!



Control Spirits (SF)



Turbo Outrun (MO)



Last Fighter Twin (SF)



Super Marble Fight (SNES)



Double Dragon II (SF)



F1 Exhaust Heat (SF)



F1 Grand Prix (SF)



Last Fighter Twin (SF)



Mogic Sword (SF)



Phalanx (SF)



Ranma 1/2 (SF)



Rushing Beat (SF)



Street Fighter II (SF)



Soul Blader from Gens (SF)



Street Fighter II (SF)



Street Fighter II (SF)



Axeley (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)



Raiden (SF)

### SUPER NES

With the right programmers,  
this system is the best, and  
the best is yet to come.

Final Fantasy • RPM Racing •  
Paperboy 2 • Castoviana 4 • Smash  
TV • Super EDF • Lagoon • Zelda (Link  
to the Past) • Nolan Ryan Baseball • Play  
Action Football • Y's III • Super Off-Road •  
Simpsons • D-Force • Rocketeer • Big Run  
Hook • Lemmings • Legend of Mystical Nins •  
The Addams Family • Home Alone • Super  
Battle Tank • PGA Golf • Joe & Mac • TMNT IV •  
NCAA Basketball • Pit Fighter • Vanilla Ice • Smart  
Ball • WWF Superstars • Soastice II • Ultrabots

Look for our CES update next issue!

### SUPER FAMICOM

The power is starting to show, Super Famicom is amazing!

Caverman Ninja • Raiden • Super Formation (3-D Soccer) •  
Thunder Spirits • D-Force • Super Fire Pro Wrestling • Night  
Gundam Story • Adv. of Zai Jero • Adv. Island • Contra Spirits •  
STG • Super Bowling • Super Birdie Rush • Final Fight Guy •  
Axeley • Last Fighter Twin • Top Racer • Xardion • Cyber Formula •  
Rushing Beat • Super Family Stadium • Ranma 1/2 • Super Metal  
Jack • Musya • Phalanx Enforce Fighter • F-1 Exhaust Heat • Nosferatu  
• Vals 6 • Magic Sword • Street Fighter II

**DIE HARD ORDER LINE CALL  
818-774-2000  
DIE HARD TIPS & INFO CALL  
818-774-2005**

EUROPEAN & CANADIAN ORDERS WELCOME  
VISA & MASTERCARD ACCEPTED • C.O.D.'S WELCOME



Want your ad to look this good? Call Mindset at (805) 296-9427 to find out how little it costs.

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEIKA	NES	EASY	APRIL
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	DRIVING	99%



## FIGHT TO THE FINISH LINE

F-1 HERO2 is the newest in racing challenge for the Nintendo. The game play is similar to that in Rad Racer, and it gets more intense, because this game is 2 player. Play a 2 player cooperative, or competitive game. When you go into the two player mode, the action goes into a split screen with player one on the top half, and player two on the bottom half. Practice first though, or you'll never beat your opponent. Two player mode is really tough, but if you want a real challenge, kick your friends out, and play against the computer. In a one player game, you must race against some of the best and most famous of drivers. The action gets really hot as you compete against tougher and tougher racers, and eventually you go into an all out crash up derby to get your opponent out of the way. This game may not look very tough, but once you get into the fast action and intense game play, you'll see why F-1 Hero 2 looks like a real winner. Coming soon from Seika!

# F-1 HERO 2

### PRACTICE FIRST



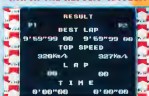
### DEFEAT THIS GUY IN THE FIRST RACE

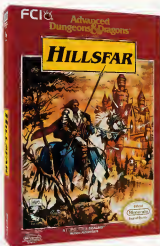


### 2P COMPETITIVE PLAY



### WATCH THE RESULTS CLOSELY!





# TWO GAMES THAT PUT YOU IN YOUR PLACE

NOW YOU HAVE TWO OFFICIAL AD&D® FORGOTTEN REALMS™ WORLDS TO CHALLENGE!

## The Walled City of Hillsfar!

Ride your horse past the gates of Hillsfar and find that it's been conquered by Malthir, who rules with his powerful magic and his ruthless guards. Stripped of your weapons, you must use your wits to overcome the obstacles in your path.

- More than 2 megs of memory
- Long-life lithium battery saves play positions
- Game missions change depending on character selection



## Find the Pool of Radiance!

The legendary pool, said to give warriors tremendous strength, may help your band of adventurers restore the ruined city of Phlan to its former glory. Drive out the terrifying armed guards who have taken over, destroying minotaurs and orcs along the way.

- Over 4 megs of playing power
- Long-life lithium battery saves play positions
- Based on the internationally-known official AD&D® PC game



**FCI**   
Not Just Kid Stuff



FCI is a trademark of Fuguarte Communications International, Inc. 155 East 82 Street, NY, NY 10022. Consumer information (798) 968-9425. ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and the TSR logo are trademarks owned by TSR, Inc. and used under license from Strategic Simulations, Inc. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.



CIRCLE #121 ON READER SERVICE CARD.

# QUATTRO SPORTS

## BASEBALL



The Baseball game is basically just like other video baseball

games. Pick your team from the World League and play from either behind the batter, or by a top view during a play.



## TENNIS



This presents a challenging game of timing and strategy, whether playing against the computer or another player.



## BMX SIMULATOR



The BMX Simulator is a new concept. It is a real challenge at first, but once mastered, it can be a real racing blast!

## SOCCER



Soccer is a tough game. You must plan out and execute your shots carefully. The game is very fast, so watch your knees and kick high!

## SPORTS ACTION TIMES FOUR!!!!

Four games in one? Yes! Quattro Sports is the newest in sports action, giving you the option of playing four different and popular sports. Plus, it is all available in one cartridge. The cart includes Baseball, Tennis, BMX Simulator and, a rare title on NES, Soccer. When the cartridge is first turned on, it will give you a select screen so you can choose the game you wish to play. Baseball Pros offers the excitement of a world championship where you choose your team and the team for the computer (or second player). Each team represents a different country. When playing, it switches to a view behind the batter, or during fielding, it gives you an aerial view perspective.

Soccer offers top view perspective, and it is really fast! Take on some of the toughest teams ever to score a



goal. It has intense action, so it is a bit difficult to play.

The next title is Pro Tennis. This basic tennis game gives you a three quarter top view perspective from behind the first player. Keep a close eye on the ball as it could smoke by you for an easy ace!

The fourth game is BMX Simulator. Top view racing action is here! It is the most difficult game to play. Wipe out more than once, and it could cost you the entire race.

All of the games are two player, or play against the computer. You can never get tired of this cart!

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>CAMERICA</b>	<b>NES</b>	<b>AVERAGE</b>	<b>NOW</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>2 MEG</b>	<b>N/A</b>	<b>SPORTS</b>	<b>100%</b>



Official  
 **Nintendo**   
Seal of Quality

# THE CULTURE BRAIN LINE-UP

AVAILABLE  
FOR  
CHRISTMAS  
SUPER NES™

## SUPER BASEBALL SIMULATOR 1,000™

BASEBALL SIMULATOR 1,000™, NEW! BEST SPORTS GAME FOR 1000. IS UPGRADED AND IS BACK FOR THE ONES™. IT HAS MANY NEW FEATURES. THE FOLLOWING ARE JUST A FEW EXAMPLES.



Look at these incredible features of "Super Baseball Simulator 1,000"!

SEASON	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	Need 30 individual stats
SEASON OF PLAYERS	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	PLAYERS CAN CHANGE TO ON OR LET THE COMPUTER PLAY THE GAME FOR YOU
TEAMS	24 TEAMS	U.S. STATE & MINORS TO CHOOSE FROM
METHOD PLAYERS	400 PLAYERS IN ALL	
TEAMS TO PLAY	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	YOU CAN VIEW THE SCORE AFTER EACH PLAY
TEAMS TO PLAY	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	YOU CAN CHOOSE THE COLOR OF THE UNIFORM AND 1-9 DIFFERENT
TEAMS TO PLAY	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	YOU CAN SET THE AMOUNT OF ULTRA POINTS BEFORE PLAY
TEAMS TO PLAY	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	THERE IS OPTION OF IN-SUBSTITUTION OF WHO ULTRA PLAYERS TO CHOOSE
TEAMS TO PLAY	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	IN DIFFERENT ULTRA PLAYERS
TEAMS TO PLAY	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	THERE IS AN OPTION OF WHETHER OR NOT TO HAVE ERRORS DURING PLAY

### READ THIS!

THE GAME OF SUPER BASEBALL™ WAS WRITTEN BY THE TEAM OF SUPER BASEBALL SIMULATOR 1,000. THE GAME OF SUPER BASEBALL SIMULATOR 1,000 IS A GREAT GAME FOR NEW CULTURE BRAIN WANTS TO PROVIDE ONLY THE HIGHEST QUALITY PRODUCTS.



HOTTEST SPORTS GAME!



IT IS AVAILABLE NOW!



IT'S NOT JUST A GAME, IT'S A WAY OF LIFE!



COMING SOON!

**BASEBALL SIMULATOR 1,000™**  
THE BEST BASEBALL GAME FOR ALL! IT HAS EXHIBITION, MANAGER, EDIT MODE AND EVEN AN ACTION MODE! NOW YOU CAN PLAY IT ANYWAY YOU WANT!

**FLYING WARRIORS™**  
FLYING WARRIORS TRY TO KEEP THE PEACE IN THE WORLD. THIS GAME EVEN HAS A TONNAGE MEAT MODE THAT ALLOWS YOU TO PLAY WITH SIX DIFFERENT KINDS OF FIGHTERS. WE ARE IN THE PROCESS OF DEVELOPING FLYING WARRIORS™ FOR SUPER NES. NOW.

**"LITTLE NIPPON WARRIORS™"**  
THIS IS THE GAME THAT IS PACKED WITH FUN COMICAL ENIGMA, AND ALL KINDS OF EVENTS, ACTION ITEMS, AND MORE! YOU CAN LAUGH HYPERICAL, PLAYING THIS GAME LOOK FORWARD TO PLAYING SUPER NES™ "LITTLE NIPPON WARRIORS"

**FIGHTING SIMULATOR 1,000™**  
EACH OF THE 12 CHARACTERS HAS PARAMETERS ON 11 DIFFERENT PHYSICAL ABILITIES: POOL, POWER, SPECIAL, SPEED, ETC. THERE ARE OVER 80 DIFFERENT TECHNIQUES TO FIGHT WITH YOU CAN EVEN TRAIN YOUR CHARACTERS TO IMPROVE THEIR ABILITIES. THIS GAME IS DEFINITELY FOR A REAL FIGHTER!



**"NINKYA BOY™"**  
COMICAL NINKYA ACTION GAME! LOOK FOR ITEMS HIDDEN IN THE HOUSES BEAT UP THE ENEMIES AND RESCUE THE PRINCESS.



**"FIGHTING SIMULATOR 2 IN 1™"**  
THIS GAME'S VS MODE. LET'S YOU PLAY WITH YOUR FRIEND. IT'S TIME FOR REAL FUN!

## MORE NEW TITLES COMING SOON!

HERE'S A LINE-UP OF CULTURE BRAIN'S PRODUCTS IN THE YEAR OF '99. WE'LL CONTINUE TO DEVELOPE MANY MORE HIGH QUALITY GAMES THAT SATISFY OUR GAME PLAYERS.

CIRCLE #153 ON READER SERVICE CARD.



CULTURE BRAIN U.S.A. INC. OFFICE  
15015 NE 30TH  
REDMOND, WA 98052  
TEL: 206/896 2339

WRITE NOW! SUPER NINTENDO ENTER  
TAMMUN 5151 TAMMUN AND SUPER NES  
and the official seal are trademarks of  
Nintendo of America Inc.

# TREASURE MASTER

The most awesome  
competition  
gets better with EGM!



#### COMPETITION INFORMATION

- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1 PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.
- This competition is open to all U.S. residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
- Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
- To be eligible we must receive you official Treasure Master™ registration card by midnight EST April 8, 1992.

See Official Treasure Master™ Competition Rules for complete details.

For more information call  
1-900-370-TREASURE

Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.



# TREASURE MASTER



## Bonus Prize!



## Win a 1 year subscription to EGM!



## JUST SAY "EGM"

If you are a Treasure Master Competition Winner on April 11, 1992, just say "EGM" to the Prize Hotline Operator when you call 1-900-370-UWIN to claim your share of Fantasy Prizes. The first 100 eligible callers will win a FREE one-year subscription to Electronic Gaming Monthly!

Call will cost \$.85 per minute. Children under 18 must ask parents first. Average length of call is 3 minutes.



Contest Rules: EGM or the judges are not liable for lost or undelivered mail. No purchase necessary to enter. Prizes are not transferable. Illegible or incomplete entries are ineligible. Employees of Sandoz Publishing Group, Inc. or American Softworks Corporation and their affiliates are ineligible to enter. American Softworks Corporation and Sandoz reserve the right to cancel this promotion at any time with appropriate notice. Winner's names and prize information may be used by American Softworks Corporation and Sandoz Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prize: \$25.00 each.

# ELECTRONIC GAMING MONTHLY

# RACE AMERICA



Choose from a number of interesting drivers, each with his or her own attributes and skills.



Put the pedal to the metal and you will end up ahead of your adversary.



The overhead view perspective will give you an edge on the race. Try to maneuver your car ahead of the competition.

## HE CROSSES THE FINISH LINE!

Racing fans, fasten your seatbelts. Speeding across the country has never been so fun! Race America packs solid excitement with the thrill of being on the fast track. Choose from a number of competitors, each with his or her own driving abilities. Overhead and split screen views will put you in the middle of the action. Watch your fuel, or you will end up stuck on the track. Fuel up for the next competition, and make your way to the finish line! You will be taken to a new part of the country to race with the best. You will need to cross the finish line in time to advance to the next leg of the race which spans the whole United States. Gear up for this test of speed and skill on your NES!



You will get to see split screen views containing different terrain. Watch for your opponent as he may pass you.



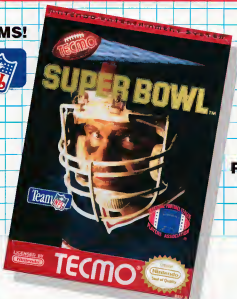
Reach incredible speeds with the fastest cars in the world at your fingertips!

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>ABSOLUTE</b>	<b>NINTENDO</b>	<b>MODERATE</b>	<b>MARCH</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>2 MEG</b>	<b>N/A</b>	<b>RACING</b>	<b>100%</b>

# ATTENTION!

NINTENDO FOOTBALL GAME PLAYERS

REAL TEAMS!



REAL PLAYERS!



© 1991 NFLPA  
SUPER BOWL and NFL Shield  
Design are trademarks of the  
National Football League.

© 1991 NFLPA  
Officially Licensed Product of  
the National Football League  
Players Association

## HERE'S 10 REASONS WHY TECMO SUPER BOWL IS THE #1 FOOTBALL GAME FOR NES!

1. TECMO SUPER BOWL HAS ALL 28 NFL TEAMS.
2. TECMO SUPER BOWL HAS OVER 800 ACTUAL NFL TEAM PLAYERS.
3. YOU CAN SELECT AND CHANGE YOUR OFFENSIVE LINE-UP.
4. YOU CAN SUBSTITUTE PLAYERS DURING THE GAME.
5. YOU CAN DEVISE YOUR OWN PLAYBOOK FOR EACH TEAM.
6. YOU CAN PLAY THE FULL 1991 NFL SCHEDULE.
7. YOU CAN CREATE YOU OWN PRO BOWL.
8. YOU CAN FORCE FUMBLES AND MAKE RECOVERIES.
9. YOU CAN USE YOUR KNOWLEDGE OF THE NFL TO BE A WINNER.
10. YOU CAN SAVE YOUR GAME SERIES FOR ANOTHER DAY.

**AWESOME GRAPHICS.....**

**AWESOME GAME PLAY.....**

**AWESOME FOOTBALL.....**

**ONLY FROM TECMO.....**

CIRCLE #123 ON READER SERVICE CARD.

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>ATLUS</b>	<b>NES</b>	<b>EASY</b>	<b>MARCH</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>2 MEG</b>	<b>12</b>	<b>ACTION</b>	<b>100%</b>

## RACE 1 - HIP HOP



*This is the most basic level. Approach villages and traverse through a flaming forest of gas pipes!*

## RACE 2 - SPLISH SPLASH



*Here is a wet world where you must keep your snout above water and swim for your life!*

## RACE 3 - GO GO AMERICA



*Enter the arctic zones for a slip-pin' action-filled, ice zone. Enter candyland for some sweet destruction!*

## "HEE, HEE, HEE"

Great news! The popular cartoon of the olden times is heading towards the NES! This time, Dick Dastardly has encountered three new races that involve all of his original competitors from the big screen. The only problem is that they are keeping Dick from finishing the race! Sometimes they will even kidnap our hero! At other times, they will sabotage his car. Yet, whatever the problem is - Dick is sure to send his trusty dog, Muttley, out to discover how to win. This is where you come in! You will need to survive three different tracks, each containing four sub-levels that also each contain one of the famous racers as bosses! All of the characters, from the professor, with his technologically advanced auto, to the stone age twin cavemen in their prehistoric vehicle, are in this cart!

The game play is simple - journey through the different levels to locate the kidnapped Dastardly, or, help repair his vehicle. Collect gems for 1-ups and grab bones to get weapons.

Show fans, rejoice and enjoy this fun race down memory lane!

## THERE ARE A SLEW OF DIFFERENT WEAPONS FOR MUTTLEY!



*There are all kinds of different moves that Muttley can perform to further enhance his effectiveness in obtaining what he is after. These actions include throwing bombs, using a barking attack, hovering above the ground by tail wagging, or going for the hearts to either A) increase the amount of life he possesses or to B) heal himself.*

# WACKY RACES



# NEW FOR GAME BOY™



## TECMO BOWL

Based on the famous arcade and NES games.

Now you can take the super action of Tecmo Bowl with you, anywhere! Whether you're playing against the computer, or a friend with the "Game Link™" cable, Tecmo Bowl gives you the same award winning football action as the NES version.

### FEATURES:

- 1 or 2 Players
- 12 Pro teams
- Run plays/Pass plays
- Coach mode (You call the plays)
- Password continuation
- Real team players
- 11 Week season
- Cinema screens
- Password compatible with the Nes Tecmo Bowl

### FEATURES:

- Single player action
- Superior graphics
- Special power-ups
- Hidden ninja life force
- New ninja skills
- Challenging new "Bosses"

## NINJA GAIDEN SHADOW

Now for your Game Boy! Fight with the all new Ninja Gaiden "Shadow" through his awesome new adventure, in the future.

Collect the secret ninja power-ups to gain energy and ninja life force. Use the new ninja "Ninchaku" Rope and the "Art of the Fire Wheel" to defeat your enemies. Use your proven ninja skills, and techniques to fight your way through the many challenging new levels and "Bosses".



# NEW FOR NES™



## NINJA GAIDEN III

### ★Thrilling new cinema screens

Follow the story Ryu's epic adventure through TECMO's movie-like cinema screen animation. As you complete each level, a new part of the story unfolds.

### ★Exciting new power and weapons

Over the years Ninja Ryu's fighting skills have improved to include fantastic new powers and weapons.



### ★Action packed Ninja adventure

Can you get Ryu through his most challenging last adventure, as he battles the hideous ancient forces of darkness to save mankind?

### FEATURES:

- Game continue mode
- 5 Special weapons
- 6 Power-ups
- New cinema screens
- 8 New "Bosses"
- New action techniques

■ THE ULTIMATE NINJA CHALLENGE ■

# TECMO®

TECMO INC.: 18005 S. ADRIA MARU LANE, CARSON, CA 90746 • TEL: (213) 329-5880 • FAX: (213) 329-6134

Nintendo and Nintendo Entertainment System, are registered trademarks of Nintendo of America Inc.

CIRCLE #123 ON READER SERVICE CARD.

**TRICKS  
OF THE  
TRADE**

**GAMING  
GOSSIP**

**JAPAN  
GAMING**

**REVIEW  
CREW**

**NEXT  
WAVE**

**SUPER  
NES  
TIMES**

**WHERE DO YOU TURN TO FOR THE FIRST INFO ON  
ELECTRONIC GAMING REVIEWS, GOSSIP, TRICKS,  
PREVIEWS, HIGH SCORES AND INTERNATIONAL NEWS?**

**PICK UP THE PHONE AND BECOME A VIDEO V.I.P.!!**

# **ELECTRONIC GAMING WEEKLY**

# **1-900-740-7722**

Introducing Electronic Gaming Weekly, the ultimate resource of video game information from the editors of Electronic Gaming Monthly magazine! Here's your chance to be an industry insider, listening in on the hottest news and getting the first-hand scoops before they hit the press!

With Electronic Gaming Weekly's explosive magazine format, you can instantly access the information that you want from the same menu of selections that you get every month in EGM!

So be in the know! Call to hear this week's issue of Electronic Gaming Weekly today!

**ONLY \$1.00 PER MINUTE**

**GET THE SCOOP ON THE HOTTEST INFO AS ONLY  
ELECTRONIC GAMING WEEKLY CAN DELIVER!**



**Callers must be 18 or older.  
Callers must use a touch  
tone phone.**

**A Service of  
Santal Publishing Group, Inc.  
1800 Wightland Avenue  
Suite 522  
Lombard, IL 60148**



The Greatest NES™ Adventure Continues...  
**WIZARDS & WARRIORS III™**  
 Kuros: Visions of Power™

When Kuros' last did battle with the evil wizard Malkil atop Icefire Mountain, he raised his IronSword™ in triumph...or so he thought.

Without warning, a powerful bolt of magic robbed Kuros of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous *soul* of Malkil now reigns.

Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!



Kuros the Knight Warrior wields his mighty SilverSword™ in the face of danger.



To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry.



Kuros, disguised as a thief, moves secretly through Piedup.



Grotesque creatures of the underworld stand between Kuros and his ultimate battle.



Wizards & Warriors III™, Kuros™, Visions of Power™, IronSword™, Malkil™ and Acclaim are trademarks of Acclaim Entertainment, Inc. All rights reserved. Nintendo™, Nintendo Entertainment System™ and the official seal are trademarks of Nintendo of America, Inc. © 1991 Acclaim Entertainment, Inc. All rights reserved.

# DESERT STRIKE

## RETURN TO THE GULF

### YOU MUST DESTROY THE GENERAL!!

The entire world is shocked when out of nowhere, General Kilbaba leads his army into a small, wealthy Arabian country. This country got its money from an abundance of oil throughout the land. Thus, the oil is the catalyst to the general's actions - he wanted to control it.

General Kilbaba is known around the world to be a heartless man who will stop at nothing to get what he



wants. He gained this reputation by punishing those who thought to stand in his way. Now, the General wants to rule the world!



When the United States finds out about this, the public is outraged by both his treatment of people and his boasts that he can take whatever he wants. The U.S. demands that Kilbaba return to his own country or it will send in its troops to assist in his removal - forcibly. General Kilbaba takes these words as a joke, and he orders his highest deputy, Muammaar, to get all of the missiles ready.

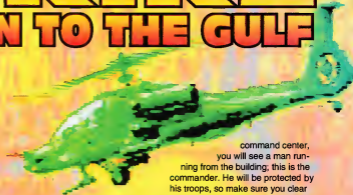
Then, Kilbaba dared anyone to attack him. The U.S. did exactly that! They sent the Air Force's best chopper team over to deal with the madman.

Kilbaba has one slight advantage over the U.S.; he has captured an intelligence agent, and this agent has copies of Kilbaba's nuclear plans.

Therefore, in order to mount an effective attack, you must complete



four primary objectives. First, you must knock out all radar sites. Next, find and destroy the power plant. Then, you must bomb the airfields, and finally, hit the enemy command centers. From the command center, you must capture the commander and bring him back to the frigate because the commander knows the whereabouts of the agent. Be careful, because when you blow up the



command center, you will see a man running from the building; this is the commander. He will be protected by his troops, so make sure you clear out the place first.

Your mission starts on the aircraft carrier just off the gulf coast. You



must fly into the enemy's zone. Once you leave the carrier, you are almost completely on your own. Your mission is ultimately to get



back the intelligence agent and help prevent the General from starting World War III with his nuclear weapons. After you save the agent, fly back to your ship. Once you get there, you will receive points for everything that you completed on your mission however, the four primary objectives must be fulfilled. The fate of the world rests with you.



## MISSION #1 - AIR SUPERIORITY

Your first mission will involve gaining air superiority over General Kilbaba's forces. You will accomplish this by completing four main objectives. Use your map to determine the order of your attack. You must destroy the radar, knock out the power plant and the airports, and destroy the command centers, while making sure to capture the commanders. Be sure not to waste your ammunition as there are only a few refill crates that you can pick up. Also, keep checking your fuel gauge because when the game tells you that you are almost out of fuel, you will not have very much time to find more. Finally, you must help the civilians in the camp who are in the brown tents.

### RADAR SITES

There are two guns around each of these. The best thing to do is to fly right in and wipe out the radar, then quickly get out of there.



### AIR FIELDS

These are the hardest to destroy. First, wipe out all of the weapons guarding it. Then, demolish the buildings and planes.



### COMMAND CENTERS

There are control towers guarding these, so destroy them before bombing the building. The commander will run out.



### POWER PLANT

This is the easiest objective. Destroy one of the guns, and then bomb the building and the first tower next to it.



### MIA

These guys are in trouble and you must help them. Not only is it the humane thing to do, but when you save them, you get armor.



### SECRET AGENT

This is the main goal of your mission. After you complete your other objectives, you must find and bring back the commander.



## MISSION #2 - SCUD BUSTER

There are not many new enemies in this level, but there is a very powerful tank to fight. The tank takes many hits to kill, and when it hits you, it does a great deal of damage. You will still find MIAs, ammo crates and fuel drums, but there are not as many of them laying around. Also, you have new objectives - destroy the radars, save the political prisoners, level the power stations, bomb the chemical weapon plant and scud launchers and aid the POWs.

### JAIL BREAK

This is your first objective. Blow up the door and then gather the prisoners as they come out. They will come one at a time, so wait.



### SCUD LAUNCHER

Destroy the main line of attack by blowing the scud launchers. Capture the commanders to find where more are kept.



### POW CAMP

You must rescue 12 POWs and return them to safety. The camps are heavily guarded by towers and other enemy weapons.



### CHEMICAL WEAPONS

This is very easy to destroy as it is not heavily guarded. You must demolish the buildings, and the rocks around it.



## HELP OUT THE ONES IN NEED!!

If you fly over MIAs or supplies, a rope ladder/hook will come out. Now, you can pick them up and return to your plane. Bring the MIAs back to the launch zone.



Once you have six MIAs in your helicopter, fly to the loading zone and drop them off. You will get some armor back!

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ELECTRONIC ARTS	GENESIS	MODERATE	APRIL
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SHOOTER	95%

## ALIEN INTERBREEDING GONE MAD!

In April, there will be a new Aliens movie coming out on the big screen. A month later, there will be another version of this movie, but not at the box office. This version will be in the form of a Genesis cart.

In the movie, the Aliens interbreed with the human race. The outcome of this produces humans that have Alien characteristics. This makes them even more dangerous because now they are harder to distinguish. An added twist has Alien-hater, and heroine, Ripley impregnated this way. The cart will be based on this story premise, but instead of watching Ripley destroy the Aliens, you will be the one doing the destroying.

You are armed with a high-tech motion-tracker, pulse rifles, grenade

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ARENA	GENESIS	MODERATE	SUMMER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	15%

launchers, flame throwers, hand grenades and many other incredibly deadly weapons. Your mission is to seek out and find the most feared killer in the universe. This will be one of the most difficult missions in which you have ever taken part. In fact, it will make the battles in Aliens 1 and 2 seem like a walk in the park! How well you do on this project will determine the fate of mankind. If you fail, the whole universe is doomed to be taken over by Aliens!

Your mission will take you from underground tunnels to a bloody slaughter house. Ripley (you) must crawl through dimly lit corridors,

climb up and down ladders, find hidden Aliens, and do all of this while defending herself from attack.

Along the mission, you will come across many other factors that will impede your journey. You will have to face and destroy Alien eggs, Face Huggers, spitting Aliens, Aliens with great jumping powers and then at the end, you must destroy the leader of the Alien Armada! It will be the greatest force that you will face, but you must fight, claw and kill to earn your chance at defeating him.

Use your weapons wisely and often to save yourself, those you love and the human race!

# ALIEN 3



### YOUR FIRST BATTLE

The first level in this game starts off with a surprise. Instead of the normal action game where you walk right and attack things in your way, this game places you in the middle of a maze. While trying to find your way through, you will be attack by mutant Aliens.





*This boss aims to put a damper on your already continuously dreary day by throwing little demon whirlwinds at you!*



*This bad boy looks as if it eats guys like you for lunch...and it does! Be prepared to defend yourself!*

## MORE GORE THE SECOND TIME AROUND!

It is your worst nightmare come true. You are trapped in the house of Dr. West and the "Terror Mask" that was once destroyed is back. You must use this item to your advantage, as it will give you strength to ward off evil creatures that lurk around the Splatterhouse and beyond!

In your adventures, you will come across a wide variety of gruesome monsters who have made their way around the house and the area close to it. Use your fists, low kicks and jumping kicks. Also, you may find items strewn all over the place to help you defeat these dreaded horrors, such as the plank of wood and the bone. Regain the life that was once yours and let the mask be destroyed once again.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NAMCO	GENESIS	MODERATE	2"Qtr
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	ACTION	95%*

# SPLATTERHOUSE 2



*Pick up weapons such as this bone to use against enemies.*



*Pound them into the ground with your weapon. What a mess!*



*Pick up a 2 X 4 and smash these goons against the wall!*



*Punch the bodies off of these bad guys and watch them fly.*



*Use caution when jumping over those spikes.*



*Even when in an elevator, the goons will find you!*

\* Note: The photos shown here are preliminary and subject to change. The mask will be white in the finished game.



## RUN FOR YOUR LIFE!!

In a world full of copy-cat games that simply reuse existing ideas, it is nice to have a refreshing change now and then. Data East has such an original idea in Atomic Runner.

In this side-scrolling adventure game you play the part of a cyborg on a mission. What's strange is that you must keep running through the game! Although you can temporarily stop, the screen will keep on scrolling.

You have a choice of many weapons, including a launching mace, ultra-beam, spike balls, or a fire wheel! You can shoot in eight directions, even while flipping through the air!

Your adventure begins in the

base, where the first wave of enemies is awaiting you! Blast the spiders and candles to power yourself up and jump the bridge of fire to enter stage 1-2.

In this second half of the stage, you r major foes are the hands that grab onto you. Shoot at the fingers to stop their assault and continue to the first stage boss. It has a pattern to master, but keep firing and you will succeed!

Stage 2 is set in a ruined temple. All of the same action is here, but the boss is another story! It looks like a marshmallow man made of stone! Its weak spot is its huge eyes, so shoot them out and continue on!

Atomic Runner is only in its prototype stage right now, but when it hits the store shelves, it should become an instant hit!

# ATOMIC RUNNER



To receive power-ups, you can shoot the spiders that appear, or shoot out the burning torches!



The money you find will allow you to receive an extra life when 20 are collected!



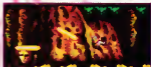
These hands are a real menace! They simply grab you to let the other enemies kill you!



Stage 1 Boss!



Stage 2 Boss!



The spin 'n' jump icon helps out in tight situations!



These spheres look dangerous, but they help you cross caverns!

## POWER-UPS



The spike balls roll and destroy everything!



The mace is the strongest weapon in your arsenal!



The ultra beam vaporizes your foes!



The fire wheel expands as it travels!

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>DATA EAST</b>	<b>GENESIS</b>	<b>HARD</b>	<b>MAY</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>8 MEG</b>	<b>NA</b>	<b>ACTION</b>	<b>40%</b>

# THE DUEL

## TEST DRIVE II



### BUCKLE UP AND DRIVE SAFELY!!

Throughout the years, a hot driving game has been readily available for home computers. Created in three different series styles, the action kept getting better and better.

A computer gamer knows that this game is known as, Test Drive!

Now, however, you will be able to play this game even if you do not own a computer because it is coming out for the Genesis!

The Genesis series of Test Drive will start where the second computer installment left off. Therefore, you can either drive in a time trial, where you try to beat the clock and improve your time, or you can race against an opponent. Your opponent will be the computer, and you will battle him in a race on the open roads of America. Your goal is to beat him to a greater number of check points. Race hard and fast!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCOLADE	GENESIS	MODERATE	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	DRIVING	75%



### YOU CAN DRIVE ONE OF THREE HOT CARS!!!

#### LAMBORGHINI DIABLO



APPROX. PRICE.....\$239,000  
mid-engine/rear dr./ 5 sp man  
5705cc 48v dohc V-12

Comp. ratio.....10.0:1  
Bhp @ rpm.....492 @ 6800  
Torque @ rpm.....428 @ 5200  
1/4 mile.....13.3 s @ 114 mph  
Top Speed.....est. 202 mph  
Brak. fr 80 mph.....247 ft.  
Lat. Accel.....0.91g

#### FERRARI F40



APPROX. PRICE.....\$260,000  
mid-engine/rear dr./ 5 sp man  
2936 twin turbo dohc 32v V-8

Comp. ratio.....7.8:1  
Bhp @ rpm.....478 @ 7000  
Torque @ rpm.....425 @ 4000  
1/4 mile.....12.0 s @ 124 mph  
Top Speed.....201 mph  
Brak. fr 80 mph.....250 ft.  
Lat. Accel.....0.87g

#### PORSCHE 959



APPROX. PRICE.....\$200,000  
rear engine/4-WD/ 6 sp man  
2849 twin turbo dohc 24v flat 6

Comp. ratio.....8.3:1  
Bhp @ rpm.....444 @ 6500  
Torque @ rpm.....369 @ 5500  
1/4 mile.....12.0 s @ 116 mph  
Top Speed.....197 mph  
Brak. fr 80 mph.....245 ft.  
Lat. Accel.....0.87g

# Your Star Odyssey

A FUTURISTIC SCI-FI RPG

**C**AST YOURSELF INTO THE WORLD OF SPACE ADVENTURE WITH THIS SIZZLING NEW ROLE PLAYING GAME. STAR ODYSSEY TAKES PLACE MILLIONS OF LIGHT YEARS AHEAD OF OUR OWN WORLD IN A GALAXY FAR AWAY. AFTER BEING PLACED INTO A LIFE



CAPSULE AS AN INFANT, YOU HAVE EMERGED AS A GALLANT WARRIOR.

HISTORY AND THE FUTURE ENTWINE IN THIS FASCINATING DRAMA THAT WILL TAKE YOU TO THE EDGES OF THE GALAXY UNION EMPIRE.

ANIMATED BATTLE SCENES  
WITH MULTI-SCROLLING  
BACKGROUNDS, VOICE  
SYNTHESIZED MAGIC SPELLS,



Seega and Genesis are trademarks of Seega Enterprises, Ltd.  
©1991 Seega's Creation, Inc. Star Odyssey is a trademark of Seega's Creation, Inc.



# Odyssey Begins...

OUTSTANDING GRAPHICS, EIGHT MEGS OF MEMORY,  
AND A BATTERY BACK-UP ARE FEATURED IN THIS  
INTRIGUING BATTLE OF THE  
UNKNOWN. STAR ODYSSEY, BY  
SAGE'S CREATION FOR THE SEGA

GAME & BATTERY  
WORKS



GENESIS, IS ABOUT TO TAKE YOU TO A NEW REALM OF  
SCI-FI. YOUR STAR ODYSSEY IS ABOUT  
TO BEGIN! ATTAIN THE FANTASY,  
START YOUR ADVENTURE TODAY!

**SAGE'S  
CREATION**



# EVANDER HOLYFIELD'S "REAL DEAL" BOXING



**FIGHT!**



## 8... 9... 10... KNOCK OUT!

The true action of video boxing is on its way to the Genesis. Evander Holyfield's "Real Deal" Boxing, is coming, and it looks hot! Highly detailed graphics, and smooth animation, make Real Deal a cart to put on your wish list. The action is from a side view perspective, and it gives you a view of the two characters from the waist up. The action takes you into a real intense boxing match - Holyfield versus an opponent. This is not much like some of the old boxing games you are used to. You will practically feel like you have really been socked by a punch when your character gets hit. A blow to the

## BACK HIM INTO THE CORNER!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	AVERAGE	2 <sup>nd</sup> QTR
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	80%

face, a body blow, an uppercut, a jab, all the moves of boxing are here, waiting for you to make use of them against some poor opponent. As you defeat opponents, the next one you face will be tougher than the last. Among the other good points of the game, there is also a two player mode, so you can face one of your friends in an all boxing brawl to the finish. Watch your ener-

gy though, because if you get past critical levels, you will not fight as well as you did when you started. There are many indicators on the bottom of the screen, so you know your exact level of stamina. If you want some realistic boxing action, on a 16-Bit system, look no further than this cart. Evander Holyfield's "Real Deal" Boxing by Sega, coming soon to a Genesis near you!

## WATCH YOUR STAMINA!




## WEAKEN YOUR OPPONENT!



## KNOCKOUT!!!





CAN YOU FLY?  
CAN YOU DRIVE?  
CAN YOU STRETCH UP HIGH?  
CAN YOU...

NO, I'M OUTTA HERE!

# SPEED ISN'T EVERYTHING

## JAMES POND II, CODENAME: ROBOCOD.

His power armor is equipped every inch of his arsenal (including his now-famous flying bathtub!) to foil the evil forces of the...  
Thanks, Mom! - James Pond



To order: Visit your local retailer or call (800) 245-4525 anywhere!

Software by Millennium, James Pond and RoboCod are trademarks of Millennium. Thanks for the Sega Saturn version. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

SEGA  
GENESIS

EA  
ELECTRONIC ARTS

1-900-233-NINTENDO

CIRCLE #111 ON

# MAJOR LEAGUE BASEBALL PLAYERS

# SPORTS TALK

# BASEBALL



## THE ANNOUNCERS ARE IN PLACE!

Just recently, Sega brought out a new idea in sports games. This concept created sports carts even more realistic than ever before. The big change - they put real announcers inside

the press box. The announcers give you a play-by-play analysis of the action that occurs on the playing field. This gives you the effect that you are actually watching sports on television, as well as playing on your Genesis.

Now, Genesis is expanding their sports talk series by adding a new baseball game to it.

The new concept will be very similar to Joe Montana's Sports Talk Football in that announcers will give you a running commentary. Now, you can listen to the announcers cheer when you hit a home run, or listen to them call strikes, outs, balls and fouls.

The baseball game will play like others that have been previously released for various systems, but this one will have the addition of exciting and informative play announcing for added involvement!



The hitting in this game is similar to *RBI Baseball*. You see what the catcher would see as you try to hit the ball, or as you smoke a fast ball right past the batter. Once you hit the ball, you will get an overhead view of the field.

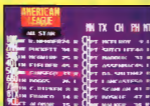


The view helps you follow the ball!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	SPRING
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	70%



At the start of the game, you must choose what team you want to be from a list of 26 teams, including two All-Star teams.



Then, you get to pick the players you want! Your options include over 500 major league players from today or yesteryear!



Finally, you need to decide which stadium you wish to utilize for your game! With these options, you have control of your own fun.

**TENGEN** has the hottest  
arcade hits for your  
**GENESIS!**

## PAFEBY

*This game really  
delivers! It's the  
most fun you can  
have on a bike!*



6.900



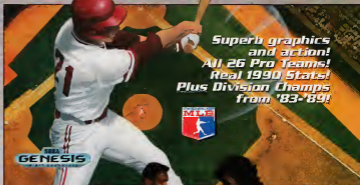
GENESIS

Buy your TENGEn  
games at Toys "R" Us,  
Kay-Bee Toys, Target,  
Babbage's, Electronics  
Boutique, Software Etc.  
and other fine retailers.  
Or call 1-800-2-TENGEN  
to order.



These Tengen games are manufactured  
by Sega Enterprises, Ltd.  
for play on the  
SEGA GENESIS.  
©1991 Sega  
Sega and  
Genesis are  
trademarks  
of Sega  
Enterprises,  
Ltd.

## RBI 3 BASEBALL



*Superb graphics  
and action!  
All 26 Pro Teams!  
Real 1990 Stats!  
Plus Division Champs  
from '83-'89!*

GENESIS



## PIT-FIGHTER™

*Digitized graphics  
of live action for  
the meanest,  
nastiest, hand-  
to-hand combat!*



GENESIS

8  
MEG

SEGA  
**GENESIS**  
16 BIT SUPERHIT

LICENSED BY SEGA ENTERPRISES LTD.  
FOR PLAY ON THE SEGA GENESIS SYSTEM

SEGA AND GENESIS ARE TRADEMARKS  
OF SEGA ENTERPRISES LTD.

DISTRIBUTED BY  
**Bignet U.S.A., INC.**  
300 MARKET STREET SUITE 230  
SAN FRANCISCO, CALIF. 94102 TEL: 415/399-2882

LICENSEE  
**THORN**  
30 WILLOW GLEN RD. WILLOW GLEN  
SAPPHO, BOKKADO, SAKI JAPAN TEL: 011/381-1370



"MATCH CAESAR'S PROVESS IN  
A CHALLENGE OF A LIFETIME"

# WARRIOR OF ROME



# II



Amazingly Exciting!



# HEAVY NOVA™

©MICRONET 1991

AVAILABLE  
NOW

GAME GEAR  
ACTION ENTERTAINMENT VIDEO GAME SYSTEM

# JUNCTION™

Junction is an action game  
masterpiece!



THIS GAME IS LICENSED BY  
ENTERPRISES LTD.  
FOR PLAY ON THE GAME GEAR  
SYSTEM.  
S&DA APPROVED BY THE  
RADIOGRAPHIC SIGNALS

CIRCLE #175 ON READER SERVICE CARD.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>BALLISTIC</b>	<b>GENESIS</b>	<b>AVERAGE</b>	<b>APRIL</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>8 MEG</b>	<b>5</b>	<b>ACTION</b>	<b>75%</b>



## JIMMY AND BILLY LEE GO 16-BIT!

The famous arcade classic that brought a standardization to every fighting game around is now being formulated onto the Genesis! Like the arcade version, you can be either Billy or Jimmy Lee and you must save the beautiful Marian who has been kidnapped by a gang of thugs armed with some of the most powerful muscles ever faced! Venture throughout the City Slums, the woods, a giant warehouse with huge conveyor belts or the main headquarters on your quest. As you travel, use your many different moves to fend off attackers - and maybe get a good crack of a bat across a thug's head while you are at it. Be sure to take a look at this title and see why it is the model for the "street fighting" genre of video games!



*Bad guys attack from both sides!*



*Look out from above or you will get the point!*

### SUPER-COOL MOVES!



*All of the classic blood-curdling moves that gave the coin-op its recognition are here! Use your kicks, throws, punches, and even a hair grab with a few knee thrusts in the face, to take out the big boss' goons.*





# GAMETRONIX

When you buy from GAMETRONIX, you're getting more for your money than just a video game. You're getting a complete staff of video game experts to ensure that you are completely satisfied with your purchase. Whether you need help with a difficult level, insight on the latest quality games, free English translations or all Japanese instructions or a warranty, oh yes Japanese game, GAMETRONIX provides service after the sale. If you bought it somewhere else, all you got was a video game.

Call (713) 965-9234 For Orders And Info  
C.O.D.'s Welcome

## MEGA DRIVE

Buy any Mega Drive game & get a Mega Drive/Genesis converter FREE or \$10.00 OFF

Mega Drive CD-ROM.....\$CALL

MD/Gen Converter.....\$19.99

3rd Eyes (CD) T.B.A.  
Aleste (CD) Apr.  
Alyssa Dragon (BM) N/A  
Ambition of Caesar II (BM) N/A  
Bad Dimes (BM) Now  
Battle Nova Now  
Bio-Ship Paladin (BM/2P) Now  
Cosmic Storms (CD) Now  
Dahna (BM) Now  
Dark Wizard (CD) Mar.  
Death Binger (CD) Now  
Detonator Orion (CD) Mar.  
Devil Crash Now  
Double Dragon II (2P) Now  
Emest Evans (CD) Now  
F-1 Circus MD (BM/Backup) Now  
F-1 Grand Prix Now  
F-1 Hero MD Now  
Fists (CD) Now  
Goth Now  
Grand Slam Tennis (CD) Mar.  
Heavy Nova (CD) Now  
Heavy Unit Now  
Iron World Now  
Isle Road (CD/RPG) Mar.  
Juke (Juke) Now  
King Colossus Apr.  
Lunar the Silver Star T.B.A.  
Mega Pascal Now  
Mizant Hunter T.B.A.  
Ninja Garden T.B.A.  
Ninja Warriors T.B.A.  
Prince of Persia (CD) T.B.A.  
Ringside Angel Now  
Sol Vals (BM) Now  
Shining Force 1 (2M/RPG) Mar.  
Sun Earth (CD) Oct.  
Slap Fight (BM) Mar.  
Slime World Mar.  
Sol-Face (CD) Now  
Splatter House 2 T.B.A.  
Super Fantasy Zone Now  
Super Gal's Panic (CD) T.B.A.  
Super League '92 (CD) Oct.  
Super Monaco GP 2 (BM) Apr.  
Tecmo World Cap Soccer Mar.  
Turbo Outrun (BM) Mar.  
Undead Line (BM) Now  
Valis Fantem Soldier Now  
Vexxex Now  
Voyage Days Mar.  
Wani Wani World Now  
Wing Commander (CD) Now  
Wonderboy 3 Now  
Wonderboy 3 (SM/Backup) Now  
Wrestle War Now  
Zero Wing Now

## PC ENGINE

PC/Video Converter.....\$29.99

Core Grafs 2.....\$CALL

PC Super CD Rom.....\$CALL

Air Force (SCD) Mar.  
Baseball '92 (SCD) T.B.A.  
Browning (SCD) T.B.A.  
Chiki-Chiki Boys (SCD) Apr.  
Davis Cup Tennis (SCD) N/A  
Disillusion T.B.A.  
Double Dragon II (SCD) T.B.A.  
F-1 Circus (SCD) T.B.A.  
Forgotten World (SCD) T.B.A.  
Fuhai Boy Comig (SCD) T.B.A.  
Gain Goodies (SCD) T.B.A.  
Honor Glory (SCD) T.B.A.  
Last Armageddon II (SCD) T.B.A.  
Macross (Robotch) (SCD) T.B.A.  
Marble Madness T.B.A.  
Mano II (SCD) T.B.A.  
Monster Maker (SCD) T.B.A.  
Patacus (BM) Now  
Psychic Storms (SCD) Now  
Ranbanon Island (SCD) Apr.  
Ray Kamber III (SCD) T.B.A.  
Shadow of the Beast (SCD) Mar.  
Shubbin Man 3 (SCD) Now  
Silent Mobius (SCD) T.B.A.  
Slime World (SCD) Mar.  
Space Fantasy Zone (SCD) T.B.A.  
Spring 2 (SCD) Mar.  
Strider (BM) T.B.A.  
Super Darius II (SCD) T.B.A.  
Toilet Kids Mar.  
TV Sports Special (SCD) T.B.A.  
Twin Bee Now  
Virus 5 (SCD) T.B.A.  
Xenoside (SCD) T.B.A.  
Y's IV (SCD) T.B.A.

## SUPER FAMICOM

SNES Game Converter.....\$CALL

J&B King Joystick.....\$CALL

HORI Turbo Adapter.....\$CALL

NE-1 Joystick (BCD).....\$CALL

Axelay Mar.  
Battle Commander Now  
Captain Wings II T.B.A.  
Cobra Spirits (Contra 3) Now  
Cyber Knight T.B.A.  
The Lion T.B.A.  
Joah Blade T.B.A.  
Dimension Force Now  
Dino Wars T.B.A.  
Double Dragon T.B.A.  
Dragon Quest V T.B.A.  
Dragon Master T.B.A.  
F-1 Exhaust Heat T.B.A.  
F-1 Grand Prix T.B.A.  
Final Fight Guy (Limited Ed.) T.B.A.  
Gardien F-91 T.B.A.  
Jerry Boy Now  
Last Fighter Feb.  
Magic Sword T.B.A.  
Metal Jack-Armed Police T.B.A.  
Naxos Super Pinball Feb.  
New Legend of Zelda Now  
Nosferatu T.B.A.  
Phynox Mar.  
Rocketeer T.B.A.  
Rushing Beat T.B.A.  
Silva Soga T.B.A.  
Solstice II T.B.A.  
Soul Blader Mar.  
STG T.B.A.  
Street Fighter II Now  
Super Alliance Now  
Super F-1 Grand Prix Now  
Super F-1 Hero T.B.A.  
Super Fire Pro Wrestling Now  
Super Formation Soccer Now  
Super Nova T.B.A.  
Super Vals T.B.A.  
Thunder Spirits Now  
Ultima VII T.B.A.  
Wizardry V T.B.A.



Xardion (SFC)



Street Fighter II (SFC)



Turbo Outrun (M/D)



Soul Blader (SFC)



Splatter House 2 (M/D)



Axelay (SFC)



GODS (M/D)



Paradius (PC) BM



Psychic Storm (PC-SCD)



Rise of the Dragon (MD-CD)



Shubbin Man 3 (PC-SCD)

## GAME GEAR

Master Gear Converter.....\$CALL

Game Gear.....\$149.99

Game Gear White.....\$CALL

Wide Gear Lens.....\$19.99

Alien Storm T.B.A.  
Alien Syndrome Now  
Heavy Weight Champ T.B.A.  
Pro Baseball '92 Oct.  
Super Monaco GP '92 Apr.  
Tennis Now

Over 25 Titles In Stock, Call For Details!

## ATARI LYNX

New Atari Lynx.....\$99.99

Basketball Now

Hockey Now

Sept. Island Now

Pin Fighter 1st Qtr

Rain Over 2nd Qtr

Rolling Thunder Now

Toki Now

## NEO GEO

Neo-Geo Gold (Boxset of 2 games).....\$209.99

2020 Baseball Now

Burning Fight Now

Crossed Swords Now

CyberGok Soccer T.B.A.

Fatal Fury T.B.A.

Football Frenzy 1st Qtr

Ghost Pilots Now

King of the Monsters Now

Legend of Success Joe Boering Now

Mystic Wand T.B.A.

Robo Army Now

Super B-Man Now

Thrash Kelly Now

& Many More! Call For More Titles.

We Will Match Any Competitor's Price For The Same In-Stock Item!

We are not responsible for typographical errors. All products come with a 90 day manufacturer warranty for exchange of same item only. All prices and policies subject to change without notice. Free Translated English Instructions Come With All Japanese Games. Overnight Delivery \$12.25 Day \$10.00 (D&V) \$1 Shipping (per kg) 1 lb. average weight. No extra charge on any merchandise without prior authorization. Send orders & inquiries to Gametronix - 3749 Cheney Rock, Houston, TX 77064.

CIRCLE #179 ON READER SERVICE CARD.

Want your ad to look like this one? Call Mindset (805) 296-9427 to see how little it costs.

## Contest Winners

### November Fact File Contest:

Douglas Gilmore, Baton Rouge, LA

### December Fact File Contest:

Aaron Nannan, Perry, OK

### September Streets of Rage Contest:

#### Grand Prize

Andrew Overland, Mason City, IA

#### #18 - Cloths of Rage

#### First Prize

Samuel Festino, Louisville, KY

#5 - Louisville Sluggers

Chris Pruett, New Cumberland, PA

#13 - It's gotta be the aloe

Marc Robertson, Baton Rouge, LA

#11 - Elbow Room

Daniel McCoy, Eureka, IL

#8 - Lead Pipe Cliché

George Mahlo, Jr., Lakewood, CO

#11 - Adam Smecher

Dave Davison, Cranston, RI

#19 - Bahamian Brein Sopper

Brian Bymester, Detroit, IA

#16 - Nut Cracker

Lance Fovard, Champlain, NY

#14 - Hang Ten

Kevin Lee, Columbus, OH

#16 - Inevitable Soprano Kick

David Strachan, Olympia, WA

#13 - Quantum Leap

Dw MacInnes, Duluth, MN

#1 - I've fallen and I can't get up

Tara Nambor, Hyattsville, MD

#23 - Nightmare on Rage Street

Al Smith, Baltimore, MD

#19 - Migrate Needslike

Aaron Elder, Annapolis, MD

#1 - Twisted Steel

Jerome Chan, San Francisco, CA

#16 - Agency of De-Foot

Dell Burns, Gary, IN

#3 - Pipeville

Sean Pettibone, Troy, MI

#6 - I need Bud Lite

Rosendo Maldonado, Lampasas, TX

#5 - Jane Fonda Back Breaker

Darryl Krylatovich, Thurston, Bay, ONT

#12 - Three Stooges E-Vil Eye Poke

Chad Starr, Normal, CA

#16 - Gut Buster

#### Second Prize

Matt Newcomb, Ovensburg, TN

#14 - Jumpin' Jack Smeach

Alex Benvenuto, Miami, FL

#15 - Don't move, there is a fly in your hair

Steve Yu, Corona-Eirikurs, NY

#12 - Flat of Fury

David Keith, Columbia, TN

#6 - Meat Clever Chop

Natlie Rockne, Buffalo, NY

#2 - Pumpkinsville Sandwich Chop

Ben Horne, Langley, AB, VA

#7 - Groin Grinder

Tom L. Weezer, Normal, IL

#23 - Grand Slam

Winston, Anguilla, FL

#7 - Low Blow of Discomfort

Chris Atkinson, Franklin, TN

#17 - Raise your hand if your aunt

James Archer, Cove Creek, AZ

#17 - Sniff my Piss

Christopher Sims, Milwaukee, WI

#22 - The Lambada

Anthony Cole, Long Beach, CA

#22 - Kiss my Flat

John Miller, Huntsville, AL

#3 - The American Screamer

Chris Pruett, Downersville, GA

#6 - Tastes great, less filling concussion Crusher

Alexan Smith, Baltimore, MD

#4 - Carbebel of death

Rick McIntosh, North Platte, NE

#1 - Wheel of Marfantha

Casey McConn, Nanavatu, NI

#4 - Aerial Bural

Bob Wardrop, Spokane, WA

#2 - Ghetto Brawler

Karynna Stalen, Jamaica, NY

#11 - Atomic Elbow

Gene Zamelowski, Milwaukee, WI

#6 - Bear bottle Bash

# ADVERTISER INDEX

Advertiser	Reader Service Card No.	Page No.
Accclaim	150	9,45,95,129
Accolade	201	10-11
American Sammy	118	49,51,53
American Softworks	143	14-15
Ascii Entertainment	202	39
Asmik	160	19
Bandal America	119	43
BigNet, USA	175	142-143
Brc Software	190	173
Bullet Proof Software	124	13
Cameric	203	29,31
Capcom	139	17
Chips & Bits	134	150-151
Culture Brain	153	121
Die Hard	131	116-117
Electronic Arts	111	6-7,20-21,34-35,70-71,139
Electronic Games	186	173
Enix America	172	58-59
FCI	121	119
Game Dude	181	174
Game Network	226	171
Game Source	218	165
Game Stuff	219	174
Gametronix	179	145
Game Warriors	229	175
Gameexpress	171	177
Hal America	110	25,27
High Voltage	221	176
Hot B	128	33
Hudson Soft	109	46,47
IGS	127	36-37
IMN Control	228	149
Irem America	158	80-81
Japan Exclusives	222	175
Japan Video Games	199	176
Konami	146	2(IFC)-3,62-63,97
Namco	140	61
NTVIC	106	163
Ocean of America	192	77,180(OBC)
Renovation	113	65,67,69,73,75
Sages Creation	112	55-57,136-137
Sega(Game Gear)	224	155,157
Seika	211	89
Starland Club	227	174
Sunsoft	164	178,179(IBC)
Taito	161	115
Tecmo	123	125,127
Tengen	142	141
Tradewest	185	91
Vic Tokai	125	23,161
Video Games of Japan	135	175
Video Replay	132	172
Video Wave Game Store	207	172
Virgin Games	115	5,40,41,99-114

## FREE GAME INFORMATION!!

Plus Your Official Entry Form For EGM's FACT-FILE Game Give-Away!!

Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then complete the Survey Questions and you'll be automatically entered into this month's drawing of EGM's FACT-FILE Game Give-Away!

# WIN BIG WITH EGM!

## SURVEY & CONTEST ENTRY FORM (CIRCLE ALL THAT APPLY)

- Your Age Is: A. 10 and Under B. 11 to 17  
C. 18 to 25 D. 26 and Up
- You Are: A. Male B. Female
- Which Game Systems Do You Own:  
A. Nintendo B. TurboGrafx  
C. Sega Genesis D. Gameboy  
E. Lynx F. SNES
- How Many Games Do You Own:  
A. 5 and Under B. 6 to 10  
C. 11 to 15 D. 16 or More
- What Type of Games Do You Enjoy Most:  
A. Action B. Adventure  
C. Role-Playing D. Strategy  
E. Shooter F. Sports
- Do You Rent Video Games: A. Yes B. No
- Will You Buy A Good Game After Renting It:  
A. Yes B. No
- What Influences Your Buying Most:  
A. Magazines B. Television  
C. Radio D. Friend

## FREE INFORMATION!

101	121	141	161	181	201	221
102	122	142	162	182	202	222
103	123	143	163	183	203	223
104	124	144	164	184	204	224
105	125	145	165	185	205	225
106	126	146	166	186	206	226
107	127	147	167	187	207	227
108	128	148	168	188	208	228
109	129	149	169	189	209	229
110	130	150	170	190	210	230
111	131	151	171	191	211	231
112	132	152	172	192	212	232
113	133	153	173	193	213	233
114	134	154	174	194	214	234
115	135	155	175	195	215	235
116	136	156	176	196	216	236
117	137	157	177	197	217	237
118	138	158	178	198	218	238
119	139	159	179	199	219	239
120	140	160	180	200	220	240

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_

ZIP \_\_\_\_\_

EGM  
MAR  
1992



**Supervisor's Copy**

Employee	Hourly Rate	Hours
John Doe	10.00	8.00
Jane Smith	12.00	7.50
Bob Johnson	11.00	8.50
Alice Brown	9.50	7.00
Charlie White	10.50	8.00
Diana Green	11.50	7.50
Frank Black	10.00	8.00
Grace Lee	11.00	7.50
Henry King	10.50	8.00
Ivy Hill	11.50	7.50
Jack Adams	10.00	8.00
Karen Baker	11.00	7.50
Liam Clark	10.50	8.00
Mia Evans	11.50	7.50
Noah Foster	10.00	8.00
Olivia Garcia	11.00	7.50
Peter Hall	10.50	8.00
Quinn Ives	11.50	7.50
Rachel Kelly	10.00	8.00
Samuel Lewis	11.00	7.50
Tina Miller	10.50	8.00
Uma Nelson	11.50	7.50
Victor Ortiz	10.00	8.00
Wendy Parker	11.00	7.50
Xavier Quinn	10.50	8.00
Yara Reed	11.50	7.50
Zoe Stone	10.00	8.00



PLACE  
STAMP  
HERE

**ELECTRONIC GAMING MONTHLY**  
**P.O. BOX 8965**  
**BOULDER, CO 80328-8965**



Employee	Hourly Rate	Hours
John Doe	10.00	8.00
Jane Smith	12.00	7.50
Bob Johnson	11.00	8.50
Alice Brown	9.50	7.00
Charlie White	10.50	8.00
Diana Green	11.50	7.50
Frank Black	10.00	8.00
Grace Lee	11.00	7.50
Henry King	10.50	8.00
Ivy Hill	11.50	7.50
Jack Adams	10.00	8.00
Karen Baker	11.00	7.50
Liam Clark	10.50	8.00
Mia Evans	11.50	7.50
Noah Foster	10.00	8.00
Olivia Garcia	11.00	7.50
Peter Hall	10.50	8.00
Quinn Ives	11.50	7.50
Rachel Kelly	10.00	8.00
Samuel Lewis	11.00	7.50
Tina Miller	10.50	8.00
Uma Nelson	11.50	7.50
Victor Ortiz	10.00	8.00
Wendy Parker	11.00	7.50
Xavier Quinn	10.50	8.00
Yara Reed	11.50	7.50
Zoe Stone	10.00	8.00



# WIN BIG WITH EGM!

Get ready for the ultimate video game contest - only from EGM! Each month, we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system(s) you own. We will then award one lucky winner a copy of all of the games contained in our Fact File section for the system indicated in question three! It is that easy, so act fast! The deadline for entering for our March games is April 1!

*The following companies are contributing to this contest: Electronic Arts, Konami, Interplay, Nintendo, Irem, NTVIC, Tradewest, Toho, Accclaim, Sony Imagesoft, Hal, Seika, Camerica, Absolute, Atlus, Arena, Namco, Data East, Sega, Accolade, Turbo Tech, Telegames, THQ, Sunsoft.*

## ENTERING IS EASY:

- 1) Fill out the Reader Service Card.
  - 2) Answer the Survey Questions and Pick the Systems that You Own.
  - 3) Mail your Readers Service Card to:  
**Electronic Gaming Monthly**  
**P.O. Box 8965**  
**Boulder, CO 80328-8965**
- Winners will be listed in the May EGM!**

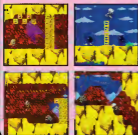
**Contest Rules:** All entries must be received before April 1, 1991. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group, Inc. or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$800. Prizes provided by participating companies and Sendai Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sendai Publications. One prize per household. Determination of winners will be made through a random drawing. The decision of the judges is final.





## HIGH PASS WATER

This is the second level of the game and the first that should give you a challenge. To finish the level you must climb up the wall.



## UNDER SKULL MOUNTAIN

This level has many places you can investigate. Remember, you can walk through some walls! Be prepared to change suits often in order to get through this level.



## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	MAR
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	60+	ACTION	60%

## TAKE ON DIFFERENT SHAPES WITH UNIQUE POWERS



## THE GAME IS ALIVE!!!

The arcade business was booming, and the games were coming out faster than ever. There was one problem, all the games were too much like each other. However, there was a new game that was released that blew the others away.

This game was incredible. You could walk inside the game, and once inside, the game created a reality not like your own. You did not use controls - you were the controls.

Everyone came and played this game because it was so realistic. A problem developed, the game was a little too real. The boss of the game escaped and began capturing the game players. He was unstoppable, no one had the game-player skills that it took to beat him until, Kid Chameleon came into town. This kid was tough, and he could blow through a

game in no time flat. Now, he faces his biggest challenge. He must face a boss who is not made out of pixels, but out of human flesh!

This plays much like a Mario-type game because the only line of attack you have is to jump on the enemy's head. And like Mario, in this game, you can power yourself up so you can shoot, or fly over the enemy. However, in this game there are many more power-ups that you can get. These power-ups are suits you put on which allow you to use your superhero moves. Go to it, Kid!



THE GAME HAS CHANGED! \*

# THE GAME HANDLER™

The only hand-held controller you only need one hand to play.



A new universe is at hand.

Can you handle it?



**IMN CONTROL**

A Division of The Mine-Sanborn & Fowler Co., Inc., Columbus, Ohio

© 1990, IMN CONTROL

For Use With The NINTENDO ENTERTAINMENT SYSTEM™  
And Others. Coming Soon, an Adaptable Version For The Super NES™

IBM and Super Nintendo logos, SNES, Super NES, Mario and Super Mario Bros. are registered trademarks of Nintendo of America, Inc. Nintendo Game Boy, Game Boy, Game Boy Advance and Game Boy Advance are trademarks of Nintendo. Game Boy and Game Boy Advance are registered trademarks of Nintendo. Game Boy Advance and Game Boy Advance are registered trademarks of Nintendo. Game Boy Advance and Game Boy Advance are registered trademarks of Nintendo.

CIRCLE #228 ON READER SERVICE CARD.

Visit your local retailer  
or call 1-800-800-7185.

**\$5 REBATE. Ask for details.**

\*WARNING: The Game Has Changed! GAMEHANDLER actually "changes" the present game software you already own. New with Game Handler is a series of new tricks that can be used to play the game differently than you would expect. The more you use Game Handler, the more tricks you will discover. Some of these tricks include: making the turtles disappear in TMNT II, and many more secret tricks for you to explore and discover. We'll even send you a video tape showing you how to do some of these tricks, plus a newsletter to update new tricks found by our game players like you!





# GAMES FOR LESS 802 - 767 - 3033

SEGA STRATEGY	TG16 HARDWARE	TG16 COMPACT DISK	SNES HARDWARE	SNES SPORTS	SNES ROLE PLAYING
Art Alive \$36	TurboExpress \$289	Addams Family \$48	SNES System \$175	Bill Lumber \$49	Acraser \$54
Blackout \$29	Turbo AC/Car Adapt \$29	Camp California \$49	Asok Pad \$24	Extra Innings \$49	Drakkhen \$54
Breach 2 \$48	TurboGrax 16 \$95	Fighting Street \$36	Super Scope \$54	Hole in One Golf \$49	Dungeon Master \$59
Comanor-Def Rome \$42	Turbo CD Player \$289	Final Zone 2 \$47	<b>SNES ADVENTURE</b>	Jack Nicklaus Golf \$49	Final Fantasy Lgrnd 2 \$59
Columns \$29	TurboCable \$ 9	It Came From Desert \$48	Alien vs Predator \$49	Madden Football \$49	Magic World \$54
Herzog Zwei \$39	TurboPad or Tap \$19	Jack Nicklaus Golf \$44	Battletoads \$54	Mike Tyson P Prch \$54	Might & Magic 2 \$54



**WWF SUPER WRESTLEMANIA** from LJM LTD. lets you control superstars like Hulk Hogan, Sid Justice, and others in a 1 on 1, tag team, or 4 man survivor series matches. \$54

TG16 SHOOTERS
Aero Blasters \$49
Blazing Lazers \$19
Deep Blue \$19
Dragon Spirit \$19
Fantasy Zone \$19
Oryx \$19
Psychosis \$27
Raiden \$39
R-Type \$42
Space Harrier \$49
Super Star Soldier \$36
Turman \$39

TG16 SHOOTERS
Castle Vania 4 \$54
Dream TV \$49
Equinox \$49
Home Alone \$49
Hook \$49
Joe & Mac \$54
Lagoon \$54
Legend Mystical Ninja \$54
Noslerru \$54
Out of this World \$54
Paperboy2 \$54
Robocop 3 \$54
Robomach \$54
Rocketeer \$54
Simpsons \$54
Smash TV \$49
Solstice 2 \$49
Sparky's Quest \$54
Supr Admtr Island \$52
Supr Ghoulz Ghost \$54
Teeng Mrtg Nng Trls \$59
Tom & Jerry \$49
Toxic Crusader \$54
X Men & Spiderman \$49



**JOE & MAC** from DATEAST lets cave dudes Joe & Mac against flying pterodactyls and hungry dinosaurs. Uses 2 play or simultaneous play over 24 different levels. \$49

SNES STRATEGY
Chessmaster \$49
Lemmings \$49
Mechwarrior \$49
Populous \$49
Rampart \$54
Romance 3 Kgdms 2 \$59
Shanghai 2 \$54
Wheel of Fortune \$49

SNES SPORTS
Supr Slam Dmp \$54
Supr Soccer Champ \$54
Supr Tennis \$49
Supr Wrestlingman \$54
Wailear CC Golf \$54
Wesley Baseball \$52
World Leag Soccer \$49
WWF Superstars \$54

Ishido \$19
Junction \$36
Klax \$42
Lemmings \$42
Marble Madness \$35
Ms Pac Man \$42
Pacmania \$42
Rampart \$52
Star Control \$54
Ultimate Qx \$40
Warrior Rome 1 or 2 \$59
Warsong \$49

TG16 STRATEGY
King of Casino \$23
Military Madness \$47
Moto Racer \$37



**'SMASH TV'** from ACCLAIM comes right from the arcades. Battle against hordes of cyber-mutants for the ultimate gameshow prize - your life! With 2 player action. \$49

TG16 ADVENTURE
Balixax \$43
Bloody Wolf \$43
Bonk's Adventure \$42
Bonk's Revenge \$45
Bravoman \$36
Cadash \$47
Camp California \$48
Darwin Duck \$46
Double Dungeons \$27
Dungeon Explorer \$19
Imposamo!e \$48
Legendary Axe 1 \$19
Legendary Axe 2 \$41
Neotopia \$36
Night Creatures \$48
Ninja Spirit \$42
Parasol Stars \$46

TG16 SPORTS	TG16 SIMULATION
Battle Royal \$47	Allen Crush \$19
Chmpns Fvr Boxing \$49	Devil's Crush \$27
Davis Cup Tennis \$43	Final Lap Twin \$19
Jack Nicklaus Golf \$34	Victory Run \$19
Panza Kick Boxing \$43	<b>TG16 KICK &amp; PUNCH</b>
RBI 3 \$42	Battle Royal \$47
	China Warrior \$27
	Pit Fighter \$49
	Vigilante \$19

TG16 ADVENTURE
Chips & Bits \$49
PGA Tour Golf \$49
Pebble Beach Golf \$54
Roger Clemens MVP \$54
RPM Racing \$49
Skits Game \$54
Sumn Ball \$49
Supr Baseball 1000 \$49

SNES SIMULATION
F-Zero \$49
Hunt for Red Octob \$59
Kawasaki Cambr Chss9 \$49
Pilot Wings \$49
Radio Flyer \$54
Roadford Tycoon \$59
SmCity \$49
Supr Battle Tank \$49
Super CH Road \$49
Super Strike Eagle \$59
Top Gear \$49
Ultrabats \$54
Wing Commander 1 \$54
Wings 2: Aces High \$49



Riftwar Saga \$47
Silent Debuggers \$48
Splatter House \$49
Tactical Gladiator \$27
Talespin \$48
Tiger Road \$27

<b>NHL HOCKEY</b> from ELECTRONIC ARTS is the premier hockey game for gamers. It includes all 22 NHL teams and 2 All Star teams whose players are ranked on 14 different attributes such as scoring, skating, aggression, and milk awareness. Everything from body checks, hard slap shots, slashing, holding, instent replay, realistic crowd noises, and the penalty box 1-2 player cooperative or competitive. \$46
--

Joe & Mac \$54
Lagoon \$54
Legend Mystical Ninja \$54
Noslerru \$54
Out of this World \$54
Paperboy2 \$54
Robocop 3 \$54
Robomach \$54
Rocketeer \$54
Simpsons \$54
Smash TV \$49
Solstice 2 \$49
Sparky's Quest \$54
Supr Admtr Island \$52
Supr Ghoulz Ghost \$54
Teeng Mrtg Nng Trls \$59
Tom & Jerry \$49
Toxic Crusader \$54
X Men & Spiderman \$49



**'FINAL FANTASY 2'** from SQAIRE is an 8 Megabit RPG that lets you control 4 characters, fight over 260 enemies and discover 250 items. Includes battery back-up. \$59

Chips & Bits \$49
PGA Tour Golf \$49
Pebble Beach Golf \$54
Roger Clemens MVP \$54
RPM Racing \$49
Skits Game \$54
Sumn Ball \$49
Supr Baseball 1000 \$49

**CHIPS & BITS**  
PO Box 234  
Rochester VT 05783  
**802 767 3037**  
Fax 802 767 3382  
Genie Keyword CHIPS

We accept VISA, MC, Money Orders & Certified Checks COD add \$5. Checks Held 4 Weeks.  
Most items shipped same day. All shipping rates are per order not per item. UPS Ground \$4.2 Day Air \$6. FedEx \$5. Air Mail to Canada \$6. HI, AK, PR, Mail \$5. HI, AK, PR, 2 Day \$12. Air Mail to Europe \$12. Post from plus \$6 each additional line. Call for hardware shipping rates.

Advertised prices are for new games. Used carts traded at \$25 to \$45 less than new. No cash paid, store credit only. Used carts sold off \$10 to \$25 less than new.  
All sales final. Shipping times not guaranteed. Deliveries replaced with same product. Price & availability subject to change.

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TURBO TECHNOLOGIES	<b>SUPER CD</b>	<b>MODERATE</b>	<b>JUNE</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>CD-ROM</b>	<b>6+</b>	<b>SHOOTER</b>	<b>100%</b>

## TURBO GETS A BLAST OF THUNDER!

By far, this is one of the most impressive game that we have ever seen for the TurboGrafx CD. This disc will be one of the first pieces of software for the new Turbo Duo. It will also work with the older Turbo CD-ROM with the new 3.0 Super System Card. The game play is non-stop and the music quality is spectacular. The end bosses in this game are truly amazing. They fill the entire screen and attack in an extremely aggressive style. Plenty of firepower and reversible option techniques help make this is one game that shows the Turbo still has the potential to bring the arcade experience home!

# GAME OF THUNDER



## SPECIAL SUPER TURBO CD PREVIEW!

### TREMENDOUS FIRE POWER AT YOUR DISPOSAL!



**LASER CANNON**



**WAVE SURGE**



**EARTH-QUAKE**



**SHIELD UNIT**



**CHASER MISSILE**

### BLOW THE ENEMY AWAY WITH YOUR OPTIONS!



**FRONT WIDE**



**BACK WIDE**



**FRONT CLOSE**



**BACK CLOSE**



**SUPER BLAST**

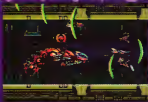


## STAGE ONE

Here, you are introduced to the largest enemy ship ever seen on the Turbo! Yes it is even larger than the third level boss of R-type! Destroy as much of this battle cruiser as you can and go against the deadly end Boss that emerges.

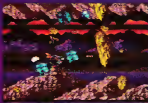


## BOSS ONE



## STAGE TWO

Fly through the defense fortress blasting away missiles and laser cannons on the floors and ceilings. Watch out for the walls that will try to smash you from the background. The Boss fires a heat seeking laser as well as huge rings of plasma.

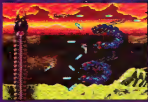
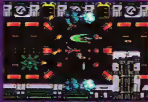


## STAGE THREE

This level is filled with large rocks and other hazards. The mountains will close in and try to crush you. You will invade a mining structure where huge flares of lava will threaten your existence. Use Earthquake to get rid of this pesky end Boss.

## STAGE FOUR

This is the most heavily armored level yet! The best weapon is the full power wave. It will let you destroy an enemy on the top and bottom. The Boss is extremely tough. Destroy its head and he splits apart. Now, you have to blast two parts at once!



## STAGE FIVE

This is the most graphically intense level in the game. Giant sandworms attack from the ground while you are confronted by a large armada of enemy ships. Dive into an underground river and blow a hole through the hideous Boss.



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	EASY	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	RPG	100%



## A LONE WARRIOR RETURNS

After the battle with Death=Adder, the golden axe was given as a gift to mortals. Whoever holds the all important weapon will become ruler of the land. The king hid the axe, but it was stolen by an evil army. Therefore, the king called upon the greatest hero in the land, Ax Battler, to locate and return the fighting blade! As he is the greatest warrior in the land, as well as a loyal subject, Ax Battler is willing to risk his life for the safe return of the axe.

Ax Battler is a new role playing adventure by Sega for the Game Gear. Following the story line of

# AX BATTLER

Golden Axe and Golden Axe 2, it takes the game into an entirely different perspective, that being an RPG. The female and dwarf characters are not present in this game, but the involving quest with Ax Battler more than makes up for their losses.

Most of the game is carried out in a top view perspective, but the battle scenes are taken from the same side view perspective as the original Genesis titles. Find the golden axe, and save the land from evil leadership. The king's blessings are yours!



*First, talk to the king and learn about your quest. He will impress upon you the importance of your mission! Then, leave the castle.*



*As you begin your search, you will encounter enemies. Fight them with your sword. (The game play will switch to side view.)*



*Continue to the East, and find a bridge. To cross the bridge, you must overcome a battle against a dangerous skeleton monster.*



*Find the town to the south of the bridge. Here, learn more information about your quest, the cave to the east and other surprises.*



*If you are hurt or injured, stop to rest at the inn located in this area of the town. Then, you should go to the cave.*



*Once in the cave, you must survive another big battle scene, flooded with enemies. Watch your energy!!*

**Here's one way to  
take Sonic The Hedgehog™  
wherever you go.**



# CRYSTAL WARRIORS



## BATTLE YOUR FOES!



## HEAL YOUR FRIENDS!



## SAVE THE LAST CRYSTAL FROM EVIL HANDS!

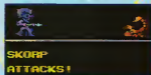
The Crystal Warriors by Sega for the Game Gear is on its way to you, and for you strategy gamers, it looks hot. The Crystal Warriors are a band of freedom fighters that are out to protect a crystal that, if put into the wrong hands, will drastically change the life of everyone in the land.

You (as this band of fighters), must make your way past evil guards into castles. Once you get through a castle, you go to a town and get better weapons, supplies and even more characters to add to

## CAST A SPELL!



## SUMMON A MONSTER!



## YOUR STARTING CHARACTERS



your group. The castles get tougher and tougher to penetrate as you progress. When you are in actual combat with a guard, the game switches to a side view perspective, and you get a role playing-type battle scene. One character is awarded initiative, and then combat goes in turns, while each character has a certain amount of hit and magic points. If a character is defeated,

there will always be someone to replace him or her when you get to the end of a castle. Make sure that you have enough money, though. If the main character, Princess Iris is defeated, then the game is automatically over...protect her well. Use your wizard character to cast healing spells on her. It is fun and challenging. Check out Crystal Warriors for a new type of GG adventure.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	AVERAGE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	12	STRATEGY	100%

# Game Gear's™ the other.



Coletris™  
(included with  
system)



Castle of Illusion™  
starring  
Mickey Mouse



Joe Montana  
Football™



Clutch Hitter™



Chestmaster™



Super Monaco GP™



Sonic is always a cut-up, but if you want him to go, put down the scissors and pick up Game Gear. With 32 on-screen colors, great Sega graphics and optional stereo sound, Game Gear is the only way to play. And Sonic is leading a huge pack of wild games available on Game Gear. Over 75 titles in 1992. So get moving. Get Sonic The Hedgehog on Game Gear.

**GAME GEAR™**  
with the new SEGA logo

Sega, Game Gear and all game titles are trademarks of SEGA, except Castle of Illusion starring Mickey Mouse © The Walt Disney Company ©1992 SEGA. All rights reserved.

CIRCLE #224 ON READER SERVICE CARD.

# WIN A SEGA GAME GEAR!

ENTER AND WIN BIG WITH **SEGA™** AND  
**ELECTRONIC GAMING MONTHLY**

## GRAND PRIZE!

**GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge), SONIC THE HEDGEHOG Game Cartridge, GAME GEAR T.V. Tuner, and an Official NFL Football personally signed by Joe Montana.**



## FIRST PRIZE!

**GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge), SONIC THE HEDGEHOG Game Cartridge, and an Official NFL Football personally signed by Joe Montana.**



## SECOND PRIZE!

**GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge) and an Official NFL Football personally signed by Joe Montana.**

## THIRD PRIZE!

**Official NFL Football personally signed by Joe Montana, a Joe Montana T-Shirt, and 1992 Video Game Buyer's Guide.**

## FOURTH PRIZE!

**An Official NFL Football personally signed by Joe Montana.**

**50 FIFTH PRIZES!  
A Joe Montana T-shirt  
and a 1992 Video  
Game Buyer's Guide.**



**GAME GEAR™**  
COLOR PORTABLE VIDEO GAME SYSTEM

Contact Rules: All entries must be received between February 16, 1992 and April 10, 1992. Odds of the judges are not liable for lost or misdelivered mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Rights or copyright entries are nullified. Employees of Sealed Publishing Group, Inc. or Sega of America and their affiliates are ineligible to enter. Sega and Sealed reserves the right to cancel this promotion at any time with appropriate notice. Winner's names and prize information may be used by Sega of America and Sealed Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: Grand (\$400), First (\$300), Second (\$240), Third (\$200), Fourth (\$100), Fifth (\$20).

To enter the contest, just do the following:

- 1) Think of a wild, wacky, crazy or totally cool Game Gear Accessory or Game Gear Game that you think Sega should come out with.
- 2) Write it on a **POSTCARD** along with your name, address, age and phone number to:

**Joe Montana Game Gear Contest  
c/o Electronic Gaming Monthly  
1920 Highland Avenue, Suite 222  
Lombard, Illinois, 60148**





FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TELEGAMES	LYNX	MODERATE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	RPG	100%	



## STORM OVER DORIA

For you role playing game fans out there who own a Lynx, here is a game for you. The Guardians: Storm Over Doria is a new RPG that features a three quarter top view perspective with a short quest theme. The action starts out when you choose your character, which can be a knight, one of two wizards (each with a different magic), or a woman with a mean bow. The mission is to save a kingdom.

A king from a far off land is greatly distressed by the kidnapping of his son by an evil wizard. In 30 days, he must renounce his throne to this wizard, or he will bring eternal cold to the land. Thus, the king asks for help from a noble adventurer to save his kingdom and son. The game starts in a city, where you must buy weapons and equipment for your job, and learn information from the townspeople. After this, challenge the labyrinths and defeat the monsters that stand in your way. The game also goes to a giant map screen that you can scroll around to find your way. When you locate your destination, move the cursor on the screen to this area, and you can enter it. Start your quest at the king's castle, and then go to the first town. Mingle among the locals and learn the different customs and attitudes of the people. After this, travel through mazes in the underworld. Here, you can find what you seek! For a new and exciting quest with crisp graphics and a cool theme, check out this Atari Lynx game.



Prepare for battles at every turn!

# THE GUARDIANS: STORM OVER DORIA



*This is the first of the four warriors. She uses a bow to defeat her enemies. She is not too powerful, but she is fast. She can take on bad guys as efficiently as her friends.*



*This mysterious wizard is a good fighter. He uses small magic spells to beat foes. His magic staff can take out some tough contenders, but physically, he is not very fast.*



*This knight is the most powerful of the four heroes. He uses a devastating sword slash to overcome evil. He is above average in all of his attributes, so be sure to use him.*



*This wizard is fast, but not very powerful at all. Yet, the magic he uses can take out even the most powerful of foes with one blast. He does not look tough, but do not be fooled!*



*Here is the land that you must travel through in your quest. You will find obstacles standing in your way, so use each of the heroes wisely in order to survive in a given area. Remember to watch your back!*

# NINTENDO GAMEBOY

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>THQ</b>	<b>GAMEBOY</b>	<b>AVERAGE</b>	<b>APRIL</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>2 MEG</b>	<b>9</b>	<b>FIGHTING</b>	<b>100%</b>

## BIG COMPETITION ON THE LITTLE SCREEN!

The fighting action of the arcade classic from Atari is here. With NES, Super NES, and Genesis versions either available, or on their way, why not have one available for GameBoy owners. You asked for it? Here it comes! Check out this special CES Preview for all of the hot information on this cool cart.

Awesome game play and digitized graphics are offered on this GameBoy! Choose from the three original fighters. First, there is Buzz, the ex-pro wrestler. Choose him for power. His specialties are the body slam, the headbutt and the pile driver. Second, there is Ty, the kick boxing champion. Choose him for agility. His special moves are the spin kick, the flying kick and the roundhouse. Third, there is Kato. He is a third

degree black belt, so choose him for speed. His powerful moves include the combo punch, flip kick and the backhand. All three characters are basically adequate fighters, so that once you master the game with one character, you should be able to beat it with any one of the three characters. Battle an array of different opponents. Throw knives, barrels, stools, and even motorcycles at them. Pit Fighter is a good translation for the GameBoy. Although it is an 8-Bit title, it has the look and feel of the arcade game. There are a few small details missing, like color, but all in all, Pit Fighter GB will have you coming back for more.

### FACE OFF!



### PUNCH!



### KICK!



### THROW!



### KNOCKDOWN!



### YOU CAN MAKE IT!



# PIT FIGHTER

### YOU MADE IT!

*The more you beat on your opponent, the bigger money bonus you will get at the end of every round. The opponents get tougher and tougher. Be careful!*



# CONSOLE-KID

## SEGA GAMEGEAR

BATTER UP	25.00
DONALD DUCK	29.00
FANTASY ZONE	29.00
G LOU	29.00
GOLDEN AXE	29.00
JOE MONTANA	33.00
LEADERBOARD GOLF	29.00
MICKY MOUSE	29.00
NINJA GAIDEN	29.00
PACMAN	29.00
REVENGE OF THE DRAGON	25.00
RHINOBI	29.00
SOUL FIRE POKER	26.00
SONIC THE HEDGEHOG	29.00
SPACE HARRIER	29.00
SPIDER MAN	29.00
SUPER MONACO GP	28.00

## SEGA GENESIS

6888 SLUR ATTACK	50.00
ADAMS BATTLE TANK	42.00
AFTERBURNER II	42.00
ALIEN STORM	42.00
AROLD PALMER	32.00
ATOMIC ROBBID	32.00
BACK TO THE FUTURE	44.00
BATMAN	44.00
BATTLE SQUADRON	40.00
BIMINI RUN	40.00

## LATEST GAMES LOW PRICES

BLOCKOUT	36.00
BONANZA BROTHERS	32.00
BURNING FORCE	32.00
QUASTER DOUGLAS BOXING	42.00
CENTURION	44.00
COLUMNS	32.00
CRACKDOWN	40.00
CROSSFIRE	45.00
CYBERBALL	27.00
DECA-PATTACK	40.00
DICK TRACY	42.00
DIBOY	30.00
DYNAMITE DUKE	30.00
ESWAT	30.00
F2 INTERCEPTOR	44.00
FAERYTALE	43.00
FANTASIA	40.00
FATAL LABYRINTH	42.00
FIRESHARK	40.00
FLICKY	20.00
FORGOTTEN WORLDS	32.00
GALAHAD	47.00
GAIN GROUND	40.00
GOLIATH M CHOSI	52.00
GHOSTBUSTERS	30.00
GOLDEN AXE	40.00
GOLDEN AXE II	44.00
GRANDAD	40.00
HARD DRIVING	46.00
HOCKEY	49.00
HELLFIRE	21.00
INJECTOR X	44.00
JAMES POND	44.00
JOE MONTANA II	44.00
JOHN MADDEN	44.00
KINGS BOUNTY	36.00
LAKERS VS CELTIC	42.00
KLAX	30.00
MERCS	44.00
MICKY MOUSE	40.00
MIDNIGHT RESISTANCE	40.00
MIGHT & MAGIC	40.00
MIDWALKER	40.00
MUSHA	40.00
NHL HOCKEY	43.00
OUTRUN	42.00
PAT RILEY BASKETBALL	44.00
PGA TOUR GOLF	51.00
PHANTASY STAR	63.00
PHANTASY STAR 2	64.00
POPULOUS	40.00
QUACKSHOT	44.00
REVENGE OF SHINOBI	44.00
ROAD RASH	44.00
ROBOCOD	44.00
SAGAIA	40.00
SAINT SWORD	42.00
SHADOW DANCER	42.00
SHADOW OF THE BEAST	49.00
SHINING IN THE DARKNESS	60.00
SONIC THE HEDGEHOG	46.00
SPACE HARRIER 2	40.00
SPACEBALL II	46.00
SPIDERMAN	46.00
STAR FLIGHT	52.00
STREETS OF RAGE	42.00
STREET SMART	42.00
STRIDER	48.00
SUPER HANG ON	40.00
SUPER MONACO GP	42.00
SUPER VOLLEYBALL	34.00
SWORD OF VERMILLION	46.00
TECHNOPOL	49.00
THE IMMORTAL	46.00
HUNTER FORCE 2	44.00
TOE JAM AND EARL	40.00
TOMMY LASORDA BASEBALL	57.00
TRUXTON	46.00
TWIN COBRA	39.00
VALIS 3	42.00
WARDNER	42.00
WINGS OF WOR	46.00
WORLD SOCCER	30.00
XENON II	46.00

## NINTENDO GAMEBOY

ADAMS FAMILY	24.00
ADVENTURE ISLAND	24.00
AMAZING TATER	24.00
ATOMIC PUNK	25.00
CHOPLETTERS	24.00
BATTLE BULL	23.00
BATTLE TOADS	24.00
BATTLE UNIT ZEOH	24.00
BEETLE JUICE	25.00
BILL & TED	25.00
BLOOMING	28.00
BLADES OF STEEL	29.00
BOXLE 2	24.00
BUGS BUNNY 2	24.00
CASTLEVANIA 2	28.00
CHAMPIONSHIP GOLF	28.00
CHOPLETTERS	23.00
DARKMAN	24.00
DAYS OF THUNDER	25.00
DICK TRACY	25.00
DOOMSAYER	27.00
DOUBLE DRAGON 2	25.00
DUCKTALES	26.00
FACE-BALL 2000	30.00
FINAL FANTASY 2	33.00
F1 RACER	29.00
FORTIFIED ZONE	24.00
GAUNTLET 2	25.00
GREMLINS 2	25.00
HIGH STAKES	25.00
HOME ALONE	25.00
HUNT FOR RED OCTOBER	25.00
KUNG FU MASTER	24.00
MARBLE MADNESS	25.00
MARBUS MISSION	22.00
MAMMA	24.00
MICKEYS DANCE ROUS	24.00
NINJA GAIDEN SHADOW	28.00
NINJA TURTLES 2	31.00
OPERATION C	25.00
PACMAN	32.00
PAPERBOY 2	26.00
PUNISHER	25.00
RC PRO AM	30.00
R TYPE	24.00
ROBOCOP 2	24.00
ROGER RABBIT	24.00
SIMPSONS	24.00
SKATE OR DIE 2	25.00
SOUL BREAK	28.00
SWORD OF HOPE	24.00
TOM & JERRY	25.00
TIM BURTON	24.00
WORLD CIRCUIT	28.00
WWF ALLSTARS	27.00

## ATARI LYNX

A P B	30.00
AWESOME GOLF	32.00
BLOCKOUT	30.00
CHEQUERED FLAG	32.00
GAUNTLET 3	32.00
HARD DRIVEN	33.00
KLAX	32.00
MS PACMAN	28.00
NINJA GAIDEN	33.00
PAULAND	30.00
ROADBLASTERS	32.00
RYGAR	32.00
SCRAPPYARD DOG	30.00
TURBO SUB	32.00
VIKING CHILD	32.00
WARBIRDS	28.00

## SEGA MASTER NES

CASTLEVANIA IV	54.00
D-FORCE	51.00
EARTH DEFENSE FORCE	42.00
EQUINOX	52.00
EXTRA INNINGS	52.00
FINAL FANTASY LEGEND II	52.00
HOLE IN ONE GOLF	52.00
JOE & MAC	50.00
LEGEND OF MYSTICAL NINJA	52.00
LEMMINGS	52.00
RAIDEN	56.00
SMART BALL	51.00
SMASH T V	50.00
SUPER BATTLE TANK	51.00
SUPER F-1	51.00
SUPER GHOSTS & GHOSTS	52.00
SUPER OFF ROAD	52.00
SUPER R. TYPE	52.00
SUPER WRESTLEMANIA	52.00
UN SQUADRON	49.00

## Be a Console-Kid, Phone



## ORDER FORM

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_

CITY/STATE/ZIP \_\_\_\_\_

GAME	SYSTEM	PRICE

SHIPPING  
LIQUAL \_\_\_\_\_

CHECK/MONEY ORDER/CREDIT CARD

CREDIT CARD NUMBER \_\_\_\_\_

EXPIRY DATE \_\_\_\_\_

SIGNATURE \_\_\_\_\_

**CONSOLE-KID,**  
131 WEYMOUTH STREET  
P.O. BOX 417, ROCKLAND,  
MA 02370.

**SHIPPING**  
UPS GROUND - \$2 PER GAME  
UPS AIR 2ND DAY - \$5 PER GAME  
UPS AIR NEXT DAY - \$19 PER GAME

**PAYMENT**  
VISA MASTERCARD,  
MONEY ORDER, PERSONAL CHECK,  
MA RESIDENTS ADD 5% SALES TAX.  
ALL PRICES SUBJECT TO CHANGE.  
ALL GAMES SUBJECT TO AVAILABILITY.

# BATMAN™ RETURN OF THE JOKER™

## LOADS OF ITEMS!



Grab these to increase your health and heal yourself.

You will be able to throw these at the enemy for a long range attack.



The bat-rope will help you to swing across many "pitfalls."

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SUNSOFT	GAMEBOY	AVERAGE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	144	ACTION	80%

## THE CLOWN PRINCE OF CRIME RETURNS!

That is right! The awe-inspiring title from the NES is now entering the portable arena for a second bout with the Joker and his henchmen. Enter: a whole slew of different enemies with all new tricks up there sleeves, such as enemies tossing metallic disks at you. Some are even

armed with huge tanks that throw out grenades at you.

In order to get up to the level that contains the Joker, you will first have to contend with three of his most deadly allies - Dark Claw who leaps and slashes at you. The Shogun Warrior will strike with gleaming blades, and Foul Ball will really deliver a good hit!

Gotham City is counting on you to save the day!

## STAGE ONE - THE SEWERS



The sewers contain really cool special effects such as a waving water pool never seen on a GameBoy screen! Stick close to the ceiling and try to get to the leaping Dark Claw!

## STAGE TWO - THE MACHINE FACTORY



Throughout the factory, there are many dangerous areas, so timing is very important. Also, make sure you have a healthy supply of batarangs for the tank and the Shogun Warrior!

## STAGE THREE - THE SPEEDING TRAIN



There is only one type of enemy that will try to stop you, and that is the mad, charging creature Foul Ball! Simply leap over him. Then, just duck and hit him. This Boss will fight!

# FASTEST LAP™

Authentic, F-1 action down  
to the last detail!  
Race against time or against  
a friend!



**AUTHENTIC, F-1 ACTION DOWN  
TO THE LAST DETAIL!  
RACE AGAINST TIME OR AGAINST  
A FRIEND FOR THE WORLD  
CHAMPION TITLE ON  
SIXTEEN OF THE HOTTEST  
RACEWAYS OF THE  
INTERNATIONAL CIRCUIT!**



**NTVIC™**

NTV International Corporation  
50 Rockefeller Plaza, NY, NY 10020

Tel: (212) 486-0412

Nintendo Game Boy and the Official Seal are  
Trademarks of Nintendo of America, Inc.

© 1992 Nintendo of America, Inc.

TM & © 1992 VAP, INC.



Official  
**Nintendo**  
Seal of Quality

CIRCLE #105 ON READER SERVICE CARD.

Printed in Japan

6 ISSUE  
SUBSCRIPTION  
• ONLY \$14.95 •

THE ONLY COMPLETE GUIDE TO SUPER NES VIDEO GAMES

# SUPER NES BUYER'S GUIDE

**SPECIAL 16-BIT  
NINTENDO PREVIEW!!**

**ZELDA 3  
SUPER MARIO 4  
FINAL FIGHT  
GRADIUS 3  
SUPER R-TYPE  
CASTLEVANIA 4  
PILOTWINGS  
ACTRAISER**

**SUPER  
GHOULS & GHOSTS  
MAPS AND TIPS**

**LOADS OF TRICKS  
AND PREVIEWS!!**

Winter, 1991  
\$2.95/ISSUE US Canada



## EXCLUSIVE! FOR SUPER NES PLAYERS ONLY!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! A magazine with all the latest information, unbiased multi-person game reviews and spectacular maps and strategies exploding with point-pounding tips so incredible that only the editors of Electronic Gaming Monthly could put it together!

Turn to the Super NES Buyer's Guide for the best the 16-Bit super system has to offer! In each bi-monthly issue you'll find pages and pages of sizzling info packed with the most detailed full-color coverage on your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, the Super NES Buyer's Guide is the one magazine you can trust to get the most out of your Super NES system!

**FROM THE  
EDITORS OF  
ELECTRONIC  
GAMING  
MONTHLY!!**

**ACT NOW AND GET SIX INCREDIBLE  
ISSUES FOR ONLY \$14.95!!**

### **GIVE ME THE SUPER NES BUYER'S GUIDE!!**

Please start my charter subscription to the Super NES Buyer's Guide so that I can be up-to-date on the latest games and 16-Bit tips!

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Please include \$14.95 for your subscription and mail to:  
Super NES Buyer's Guide, P.O. Box 7548, Red Oak, IA 51591-0548

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico subscribers should add \$10.00. All other foreign add \$20.00. First issue will be published February, 1991, all future issues will be mailed on a bi-monthly frequency thereafter.

### **INTRODUCTORY OFFER! ACT NOW!**

#### **EACH ISSUE OF THE SUPER NES BUYER'S GUIDE FEATURES:**

- *Reviews of the latest games by our special four-person review panel that includes the famous Quartermann!*
- *Exclusive previews of new games in both America and Japan!*
- *Tips, tricks and secret strategies, complete with game maps, that will let you score higher almost immediately!*

The Super NES Buyer's Guide is a Sendai Publishing Group publication not affiliated with or endorsed by Nintendo of America, Inc.

**LICENSING PROBLEM...**

January 13, 1992

Dear Mr. Harris:

On page 16 of the November, 1991 issue of your publication, Electronic Gaming Monthly magazine, there appeared an editorial response to several letters from readers concerning the video game Battletoads. In that editorial response, you referred your readers to a product called the Game Action Replay by Acemore International Ltd. In your concluding remarks you stated as follows:

"Best of all, the GAR [referring to the Game Action Replay] is a licensed Nintendo accessory..."

Please be advised that the Game Action Replay is not now presently, nor has it ever been in the past,

licensed or endorsed by Nintendo. We appreciate your taking prompt action to correct this misrepresentation and to insure that similar misrepresentations are not made in the future.

Thank you for your cooperation.

Very truly yours,

Nintendo of America Inc.  
Lynn E. Hvalsoe  
General Counsel

(Ed. Ms. Hvalsoe is correct in that the Game Action Replay is not a licensed Nintendo product. Back in September 1991 when we were working on the article, a spokesperson from Acemore told us that Nintendo was very enthusiastic about the Game Action Replay and that they were expecting preliminary confirmation of the license at any time. Since then, Acemore has transferred the rights of the Game

Action Replay to STD Entertainment (USA), Inc. and STD being the new owner, resent the licensing request to Nintendo. This request was denied on January 2, 1992.

Even without the Nintendo seal of approval, we still believe that the Game Action Replay is a spectacular peripheral and one which players



**The Game Action Replay is not a licensed Nintendo product.** should consider purchasing. By being able to save virtually any game into memory and come back to it at a later point in time is a feature which dramatically adds to any cartridge.)

**"You Won't Believe Your Ears!"**

The Largest Selection In  
Japanese Games, and Game Systems!

UNBEATABLE PRICES!  
THE LOWEST ANYWHERE!

"Call Us,  
You're In For A Shock!"

NYC's #1 GAME SOURCE

**MEGA DRIVE**

(comes with Control Column or Joystick)



MEGA DRIVE GO  
CG ROM 1

**SUPER FAMICOM**

(comes with Micro Box 12)



NEG GEG (Silver)  
CORE GRAFX\*  
(comes with Sens or Panasonic\*)

**SUPER GRAFX**

(comes with Grafix Joystick)

**MEGA DRIVE**

Bull Fight  
City Hunter  
Champion Wrestler  
Digital Champ  
Doomlord  
Dragon Egg  
Duck Hunt  
Eternal City  
F-1 Circus '91  
F-1 Dreams  
Final Match Tennis  
Final Soldier  
Fire Pro Wrestling II  
Heavy Lift  
Image Fight  
Jackie Chan  
1943  
Outlaw  
Overlord Max II  
Psycho Chase  
Saint Dragon  
3C3  
Toy Shop Boys  
W-Ring  
Zem & Chiss  
AND MANY MANY MORE.

**SUPER FAMICOM**

Adventure  
Baseball  
Big Run  
Donut Wars  
Final Fight  
Ghouls II  
Gundam F-91  
Jelly Boy  
Jet & Mac  
Pro Tennis  
Super Ghosts II  
Super R Type  
Ultimate  
Zanich II  
AND MANY MANY MORE.

**SUPER GRAFX**

Alchemie  
Battle Ace  
1941  
Donut Plus  
Ghouls II  
Ghosts '88  
Striker

**PC-ENGINE**

Alice in Nightmare Land  
Alice in Wonderland  
Archie F  
Atomo Paboball  
Battlen

GAME BOY (Silver)  
JAPANESE  
GAME GEAR (Silver)  
JAPANESE  
PC ENGINE GO (Silver)  
NEG GEG (Silver)

Lowest Prices On  
Handheld Systems

GAME BOY  
(Comes with 1 Game)  
GAME GEAR  
(Comes with 1 Game)  
GAME GEAR (White)  
PC ENGINE GT (NEC)

MEGA DRIVE CONVERTER  
PC ENGINE CONVERTER  
SUPER FAMICOM  
SUPER NEG CONVERTER



SEND CHECK  
OR MONEY ORDER TO:  
GAME SOURCE CORP.

200 Main Street  
P.O. Box 119  
Brooklyn, NY 11216  
OR COME VISIT  
OUR LOCATION AT  
(Brooklyn Bergen Plaza)  
510 Fulton Street - Suite 110  
Brooklyn, NY 11201

FAX: 1-718-875-3996  
TELE: 1-718-875-4089

SHIPPING:  
Call For After Sales Shipping & Hardware Shipping Charges

140 Denner Co. 3200 System (212) 799-7181

WE ACCEPT  
VISA or MASTERCARD



U.S. NATIONAL VIDEO GAME TEAM'S  
**SUPER PLAY**

**SUPER STRATEGIES FOR WINNING BIG**

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HUDSON	SUPER NES	MODERATE	APRIL 92
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	20	ACTION	100%

**SUPER ADVENTURE**  
**ISLAND**



**THE ADVENTURE OF A LIFETIME!**

Super Adventure Island is one of the hottest carts available for the Super NES. The graphics are colorful and full of great animation and the music is some of the best on the Super NES. The U.S. National Video Game Team is here to help you get through this great cart and give you the secrets and techniques to play like a pro. You are Master Higgins and the evil Witch Doctor has once again taken your sweetheart from you. You must go after her and brave 20 levels of wilderness and adventure. We've included special maps and strategies to help you get through the toughest spots in the game. Soak it all in and then go after your main squeeze.

**COLLECT THE POWER-UPS TO SURVIVE!**



**DA SLEDGE HAMMER**



**KEEP COLLECTING THE SAME WEAPON FOR MORE POWER.**



**DA BOOMERANG**



**DA FRUIT**

**EAT THE FRUIT TO STAY ALIVE.**



**DA SKATE BOARD**



**USE THE SKATEBOARD TO GET THROUGH FASTER.**

**AFTER YOU POWER-UP YOUR WEAPON 4 TIMES YOU CAN DESTROY ROCKS WITH YOUR SHOTS.**







*This level is pretty basic. Learn how to control Master Higgins and practice the super jump move while running. You'll need to know how to do it later in the game. If you keep the skateboard to the end of the round you should get 8000 bonus points!*



#### **NEW SUPER JUMP MOVE**

*To Jump really high without running just hold down on the control pad and press the jump button.*



## LEVEL ONE-TWO



This level is filled with all types of moving platforms and other dangers. If you get to the spot shown to the left and have the Boomerang, there is a way to avoid the hammer. Use a Super Jump to get over the hammer. Do the jump when the platform is all the way to the right. Later in the round, there is a hidden star. All you have to do to uncover it is stand next to the wall and jump straight up. Higgins will do a macho dance.



Find a bonus in part two of each world.



## BONUS ROOM ONE

In each bonus world you can get a 1-Up. You must get all the items and then the Icon will appear.



## LEVEL TWO



## LEVEL TWO-TWO

This level has many dangerous jumps to make and about midway through the level there is one that has many players stumped. If you jump off a certain ledge a little penguin will follow you by jumping in the water or flying across to attack you. What he does depends on which half of platform you land on. Left is bad and right is good.



If you have Boomerangs you can shoot down and kill the penguin.

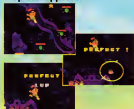


Find the Bonus Round by jumping on the left side of the platform shown above.



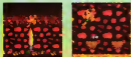
## BONUS ROOM TWO

Be sure to jump as high as you can off of the last rampoline if you want to get the 1-Up that appears.



## LEVEL ONE-THREE

You can avoid the hammer on the rock at the beginning of the stage with a Super Jump. Do not try jumping over the candles unless you are skilled at using the Super Jump. You should keep the Boomerang for the end Boss.



## LEVEL ONE-FOUR: DA BOSS

If you have the Boomerang just walk under the Boss and shoot straight up 9 times and he's dead. If you have the hammer it will be a little tougher. You should stand on the left or right of the Boss and do a Super Jump and shoot him in the head. Jump over the flames that come from his mouth.



## LEVEL TWO-THREE

Master Higgins will be swallowed by a huge whale and will have to swim his way through its body. The safest place to stay is at the top of the screen and shoot bommerangs down towards the enemies. Be sure to stay afloat or you'll drown.



## LEVEL TWO-FOUR: ANADA BOSS

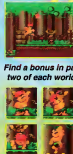
This Boss isn't as bad as he looks, just stay away from that tentacle. If you have the Boomerang you have to get in front of him to hit him. If you have the hammer you can stay at the upper left corner and hit him in the head. Watch for the fish that he send after you. Each weapon has its pros and cons.



## LEVEL ONE-TWO



This level is filled with all types of moving platforms and other dangers. If you get to the spot shown to the left and have the Boomerang, there is a way to avoid the hammer. Use a Super Jump to get over the hammer. Do the jump when the platform is all the way to the right. Later in the round, there is a hidden star. All you have to do to uncover it is stand next to the wall and jump straight up. Higgins will do a macho dance.

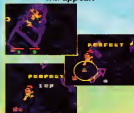


Find a bonus in part two of each world.



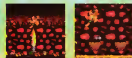
## BONUS ROOM ONE

In each bonus world you can get a 1-Up. You must get all the items and then the icon will appear.



## LEVEL ONE-THREE

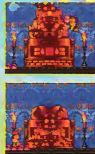
You can avoid the hammer on the rock at the beginning of the stage with a Super Jump. Do not try jumping over the candles unless you are skilled at using the Super Jump. You should keep the Boomerang for the end Boss.



## LEVEL ONE-FOUR: DA BOSS



If you have the Boomerang just walk under the Boss and shoot straight up 9 times and he's dead. If you have the hammer it will be a little tougher. You should stand on the left or right of the Super Boss and do a Super Jump and shoot him in the head. Jump over the flames that come from his mouth.

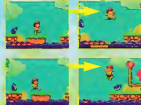


## LEVEL TWO



## LEVEL TWO-TWO

This level has many dangerous jumps to make and about midway through the level there is one that has many players stumped. If you jump off a certain ledge a little penguin will follow you by jumping in the water or flying across to attack you. What he does depends on which half of platform you land on. Left is bad and right is good.



If you have Boomerangs you can shoot down and kill the penguin.



Find the Bonus Round by jumping on the left side of the platform shown above.

## BONUS ROOM TWO

Be sure to jump as high as you can off of the last trampoline if you want to get the 1-Up that appears.

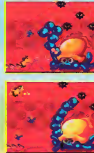


## LEVEL TWO-THREE

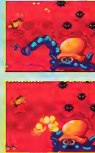
Master Higgins will be swallowed by a huge whale and will have to swim his way through its body. The safest place to stay is at the top of the screen and shoot bommerangs down towards the enemies. Be sure to stay afloat or you'll drown.



## LEVEL TWO-FOUR: ANADA BOSS



This Boss isn't as bad as he looks, just stay away from that tentacle. If you have the Boomerang you have to get in front of him to hit him. If you have the hammer you can stay at the upper left corner and hit him in the head. Watch for the fish that he send after you. Each weapon has its pros and cons.



# U.S. NATIONAL VIDEO GAME TEAM INTERNATIONAL SCOREBOARD

## VIDEO GAME HIGH SCORES Effective January, 1992

Game of the Month Prize Scores!!  
This Month's Game...

### Super Mario World

- Kenneth Li** 9,999,990
- Jameson Barney 9,999,990
- James Foster Jr. 9,999,990
- Marc Klenotic 9,999,990
- Richard Sauter 9,999,990



Send Scores For...  
**Super R-Type**  
All entries by April 15

**WIN BIG WITH EGM!!**

Now you can show off your game playing skills with your very own U.S. National Video Game Team jacket and T-Shirt. Each month the top score on our Game of the Month will be awarded a Team jacket and a card of your choice. For runners-up will receive official Team T-Shirt! Get your high score in today!

ARCADE NINTENDO

Game	Score	Player
Adventure Island 2	272,540	Edward Charbonneau
Batman	8,822,300	Jeff Aasenwayer
Sultana's 3	999,999	Jason Klinger
Castlevania 3	999,999	Petar Klaus
Double Dragon 2	9,999,999	Edward Charbonneau
Dr. Mario	1,022,400	Stephen Krognan
Questia	15,115,310	David Wright
Quertia War	210,400	Stelan Zorynyak
Heavy Barrel	999,999	Stephen Krognan
Jackal	999,999	Stephen Krognan
Kabuki Quantum Fighter	8,957,990	Edward Charbonneau
Kameo	701,000	Edward Charbonneau
Maria's Madness	147,110	Jason Turka
Mega Man	9,999,999	Jeff Adkins
Palamedes	769,170	Stephen Krognan
Paperboy	191,300	Glan Stockwell
S.O.W.	311,900	David Wright
Rad Racer	82,403	David Wright
Rampage	42,896,993	Stephen Krognan
Road Warriors	999,999	Ralph Burbagallo
Rolling Thunder	899,999	Stephen Krognan
Spoon	12,012,210	Glan Stockwell
Super C	9,999,999	David Wright
Super Mario Bros. 3	9,999,999	Sergio Stuger
Tony	895,741	Gary Gold
TWNT	9,999,999	Chris Nygaard

Game	Score	Player
1043	2,547,360	Brian Chapel
After Burner	84,586,000	November Kelly
Arkanoid	1,185,910	Stephen Krognan
APB	1,903,204	Greg Gibson
Drive'n	89,220,000	Steve Pyno
Double Dragon	120,900	Brian Chapel
Hard Drive'n	529,800	Jeff Landers
Kick	3,205,000	Leong Su Chin
Out Run	49,050,270	Don Lee
Robocop	2,410,600	Stephen Krognan
Smash TV	12,424,000(1 play)	Greg Gibson
Super Contra	10,640,310	Martin Alzari

Game	Score	Player
After Burner	13,572,900	Christopher Sims
Asterix	234,493	Alex Stenece
Back Ball	999,999	Rob Stigmann
Double Dragon	627,000	Todd Feller
Moonwalker	21,000	Vince Tennant
The Ninja	1,924,850	Vince Tennant
Pro Wrestling	999,400	Vince Tennant
Rampage	946,135	Christopher Sims
Rastan	31,139,300	Christopher Sims
R-Type	1,126,500	Brian Gaudreault
Shinobi	1,169,756	Todd Buschle
Space Harrier 3 - D	35,257,970	Dan Lee

Game	Score	Player
Batman	833,606	Todd Buschle
Buster Douglas	22,280,999	Sean Lamb
Castle of Illusion	24,218,800	John Shukro
Columns	99,299,999	Kath Dunforth
Galaxia	1,794,091	Jim Hakkala
Ghouls & Ghosts	2,272,300	Rick Lico
Moonwalker	2,305,400	Kim Yu
Musashi	156,997,920	Teddy Meadows
Phelios	2,513,640	Tony Gindlavy
Sonic the Hedgehog	6,999,999	Brian Hermanson
Spider	327,500	Jason Walker
Thunder Force 3	7,941,680	John Dekker

Game	Score	Player
Blazing Laser	69,999,999	Data Scordino
Bloody Wolf	25,764,000	Ricky Gathers
Bank's Adventure	999,999	Chris Nygard
Cyber Core	3,969,900	Josh Winter
Dragon Spirit	439,870	Randy Lewis
Galaga 90	1,504,140	Jeff Yonan
Kick	3,460,750	Jonathan Palatogros
Monster Lair	561,200	Paul Oinker
Paillard	2,798,119	Rich Ortiz
R-Type	299,800	Chris Nygaard
Space Harrier	31,266,570	Jim Hakkala
Spatterhouse	69,999,999	Chris Nygaard
Super Star Soldier	13,442,900	Jeff Yonan

Rules - All scores on Super R - Type must be received by April 15, 1992. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SAGE to High Scores, 1920 Highland Ave., Suite 232, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the Judges will be final. For up to the minute high scores call 1-708-916-6474.

# Keeping It Portable Was Tough...Until Now.



Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy **GAME KEEPER** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy **GAME KEEPER** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the **GAME KEEPER** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

Nintendo<sup>®</sup>, Game Boy<sup>®</sup>, and Light Boy<sup>™</sup> are trademarks of Nintendo of America Inc.  
Light Boy<sup>™</sup> is licensed exclusively to Vic Tokai Inc.  
TM & © 1991 Nintendo. All Rights Reserved.



CIRCLE #125 ON READER SERVICE CARD

# MARKET PLACE



## KUMA KONNECTOR

THE ADAPTOR THAT ALLOWS YOU TO PLAY  
SUPER FAMICOM® CARTRIDGES ON YOUR SUPER NES™ SYSTEMS

WE SELL NEW & USED JAPANESE & AMERICAN GAME CARTRIDGES  
AND SYSTEMS AT THE LOWEST PRICES

WE BUY USED GAMES



AVAILABLE EXCLUSIVELY AT THESE N.Y. LOCATIONS

VIDEO REPLAY, INC.

97 SHERWOOD AVE.  
FARMINGDALE, N.Y. 11735

(516) 249-1717 • MAIL ORDER ONLY  
FAX (516) 249-0356

THE GAME EXPERIENCE, INC.

112-04 QUEENS BLVD.  
FOREST HILLS, N.Y. 11735

(718) 575-0838

JOIN VIDEO REPLAY'S  
**VIDEO CLUB**

- BULLETINS FOR SPECIAL DISCOUNTS
  - OUR MEMBERSHIP CARD & MORE
- SEND US \$5 AND THIS COUPON NOW

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

CIRCLE #132 ON READER SERVICE CARD



## VIDEO WAVE GAME WAREHOUSE

BUY DIRECT • BUY AT WHOLESALE PRICES • PREORDER NEW  
RELEASES AND SAVE EVEN MORE!

WE BUY and SELL USED GAMES AND SYSTEMS

### Genesis

BUCK ROGERS \$56.00  
CHUCK ROCK \$51.00  
TERMINATOR \$51.00  
TWO CRUDE DUDES \$47.00

### NINTENDO

BLUE MARLIN \$40.00  
DARKWING DUCK \$43.00  
DRAGON WARRIOR III \$51.00  
MIGHT & MAGIC \$50.00

### SNES

BOMBUZAL \$45.00  
EXTRA INNINGS \$46.00  
GUN FORCE \$51.00  
JOE & MAC \$49.00

### Neo Geo

MUTATION NATION  
FOOTBALL FRENZY  
FATAL FURY  
SOCCER BRAWL  
only \$135.00 each  
NEW!

We accept Visa, MC, Money Orders & Certified  
Checks. COD add \$5. Checks held 4 weeks.

Most items shipped same day. All shipping rates  
are per order not per item. UPS Ground \$4.2  
Day Air \$6. FedEx, APO, FPO, \$5. Air Mail to  
Canada \$6. HI, AK, PR, Mail \$5. HI, AK, PR, 2  
Day \$12. Air Mail to Europe \$12 first item plus \$6  
each additional item. Call for hardware shipping  
rates.

Call today for prices!

(203) 235-5570

(203) 639-1325 orders only

183 Broad Street • Meriden, CT 06450

All sales final. Shipping  
times not guaranteed.  
Defectives replaced same  
product. Price &  
availability subject to  
change.

CIRCLE #207 ON READER SERVICE CARD





**GAME DUDE**  
**PAYS**  
**YOU MORE**  
**FOR YOUR**  
**USED GAMES!**

**BUY ★ SELL**  
**New & Used Games**  
*Thousands Of Games  
 In Stock!!*



Super  
 Nintendo  
 Mega Drive  
 Neo Geo  
 Pc Engine

**We Now Rent**  
**At Our Retail Location**  
 12104 Sherman Way  
 North Hollywood, CA 91605  
 Open 7 Days A Week!  
 Mon-Sat 9-7 Sun 10-7

**Get Our Video Game  
 Newsletter FREE!**

Including prices for ALL GAMES  
 New Hints, Tips and Pass Codes!

Call Us Now!  
 (818) 764-2442 Mon-Sat 9-7 PST  
 Fax (818) 764-4851  
 Game Dude  
 PO Box 8325EG  
 Van Nuys, CA 91409

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City/State/Zip \_\_\_\_\_

CIRCLE #181 ON READER SERVICE CARD



**Game Stuff**

*The Total Game Experience!*

*We Specialize in  
 New and Used  
 Games & Systems  
 Japanese/American*

**Orders**  
**(818)280-9525**  
 Fax : (818)280-9528

**Buy/Sell  
 Trade/Barter**

Great Deals Every Day

Call for the latest  
 releases!

Some import games may contain  
 foreign language which may hinder  
 game play.

Come See Our  
 New Store in  
 the San Gabriel  
 Valley Area

**Game Rentals  
 &  
 Free Demos**

CIRCLE #219 ON READER SERVICE CARD

**BELIEVE IT OR NOT!**

**\$5.00**

Nintendo & Game Boy only

**Nintendo**

Super NES **GAME BOY**  
**GENESIS**



- ✓ Please help us to send you the information about \$5.00 per game right away.
- ✓ Enclose \$1.00 for shipping and handling.
- ✓ We will include \$2.00 coupon for your 1st order.



4300 Evergreen Lane, Suite 307  
 Annandale, VA 22003 (703) 642-0813

Most orders will be shipped within 12 hours

EGM103

**Get the Savings Today!**

Name \_\_\_\_\_ Age \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_  
 State \_\_\_\_\_ Zip \_\_\_\_\_  
 Phone ( \_\_\_\_\_ ) \_\_\_\_\_

Indicate systems you own  
 Nintendo \_\_\_\_\_ Turbo Grafx \_\_\_\_\_ Game Boy \_\_\_\_\_  
 Genesis \_\_\_\_\_ Other \_\_\_\_\_



4300 Evergreen Lane  
 Suite 307  
 Annandale, VA 22003

CIRCLE #227 ON READER SERVICE CARD

# GAME WARRIORS

Free codes, passwords and tricks to our customers



We have low prices, good service and fast delivery. We just don't play games, we play them to the end! So let us help you beat the games you play the true game warrior way!

Robert



TURBO CROCK

MEGA DRIVE

GENESIS

PC ENGINE

SUPER 32BIT

Super Famicom

213 487-7726

CIRCLE #229 ON READER SERVICE CARD

## VIDEO GAMES FROM JAPAN

1-416-593-9642

### NEO GEO CD

Comix Jones  
Dragon Dragon  
Dark World  
Defender Dragon  
Dragon Jet  
Star of the Dragon  
Mushroom 2  
Noddygo 2  
F-1 Circus 86  
Lynx the Star War  
Popcorn Star 4  
So Hedge  
Aesop

### SUPER MEGABYTE FAMILIOM

Admiral  
Soccer Demolish  
Catherine 2  
Dragon Adventure  
Noddygo  
Super PO Wrestling  
Delta 3  
Lionheart Force  
Sally Light  
Borison  
Dragon Slayer 4

### GAME BOY

Mega Tetris 2  
Devil's Dragon 2  
Final Fantasy 2

### GAME GEAR

Golden Axe  
Mega Golden  
Joe Montana Football  
Sonic the Hedgehog  
Crash 64  
Demolish Duke

### MD 800

Duke 800  
Satan's 30/30  
Sonic of the Monkeys  
Crash 64  
Alpha Mission

### EMERGENCY COILING

It Comes to the Depart  
King of the Ring 3  
Prince of Persia  
Morph & Morph 2  
Mission (on special)  
V's 8

### PC DVD

Dragon's Lair  
Dragon's Lair II  
Angels Party  
Rip-Off (PC)

### MD (M2)

Dragon's Lair 3  
Mighty 4  
Final Fantasy 3  
Satan's 30/30

### MD (M2)

Dragon's Lair 3  
Mighty 4  
Final Fantasy 3  
Satan's 30/30

### MD (M2)

Dragon's Lair 3  
Mighty 4  
Final Fantasy 3  
Satan's 30/30

### MD (M2)

Dragon's Lair 3  
Mighty 4  
Final Fantasy 3  
Satan's 30/30

### MD (M2)

Dragon's Lair 3  
Mighty 4  
Final Fantasy 3  
Satan's 30/30

### MD (M2)

Dragon's Lair 3  
Mighty 4  
Final Fantasy 3  
Satan's 30/30

### MD (M2)

Dragon's Lair 3  
Mighty 4  
Final Fantasy 3  
Satan's 30/30

### MD (M2)

Dragon's Lair 3  
Mighty 4  
Final Fantasy 3  
Satan's 30/30

### MD (M2)

Dragon's Lair 3  
Mighty 4  
Final Fantasy 3  
Satan's 30/30

### MD (M2)

Dragon's Lair 3  
Mighty 4  
Final Fantasy 3  
Satan's 30/30

CIRCLE #135 ON READER SERVICE CARD

# Japan Exclusive

We carry the newest and hottest Japanese games and systems

- ☆ SuperFamicom
- ☆ MegaDrive
- ☆ P.C. Engine
- ☆ NeoGeo



We specialize in Japanese video games  
New and used games sold

**Retail / Wholesale**  
**Call & compare our prices!!**

Office Hours	Telephone	Address
M, W, F - 1-7 Tu, Th - 10-6 Sat - 11-6	Ni (415) 564-8188 fax (415) 564-0914	1032 Irving Street Sra. 4213 SF, CA, 94122

CIRCLE #222 ON READER SERVICE CARD

# INSANE PRICES

CALL FOR UPDATED PRICES  
ON ANY GAME OR SYSTEM

SIZZLING HOT

ELECTRIFYING



GAMING INC.

3 3 REASONS WHY YOU SHOULD BUY FROM **HIGH VOLTAGE**

**POWER BUYING**

Our **POWER BUYING** reaps

FULL LINE OF THE NEWEST MEGA-DRIVE & TURBOGRAFX GAMES IN STOCK AND READY FOR FAST OVERNIGHT DELIVERY

**POWER BUYING**

**HUGE DISCOUNTS**  
for all of our customers!!

SELL OR TRADE your used games  
for your favorite new titles & SAVE!!



**POWER BUYING**

**SHOCKING PRICES**



**EXCELLENCE  
IN CUSTOMER  
SERVICE!**

Experience the Ultimate in  
Buying Power, and Shop Like a Pro

PERSONAL CHECKS & COD'S O.K.

**Call NOW!!**

# (407)451-0215

WEST PALM BEACH 7 DAY (9am-9pm)

CIRCLE #221 ON READER SERVICE CARD



## IF YOU WANT TO PAY MORE, DON'T CALL US!

- YOUR COMPLETE DOMESTIC AND IMPORT VIDEO GAME STORE
- GET NEWLY RELEASED GAMES WITHIN ONE WEEK
- THE LOWEST PRICES
- PLEASE CALL FOR MORE INFORMATION & MONTHLY SPECIALS
- DEALERS WELCOME



710-1 WEST LAS TUNAS DR., SAN GABRIEL, CA 91776

(818) 287-3121 • (818) 451-6958 • FAX: (818) 451-5839

SYSTEM NAMES & THEIR LOGOS ARE REGISTERED TRADEMARKS OF THEIR RESPECTIVE COMPANIES. JVG DOES NOT CLAIM AFFILIATION NOR ENDORSEMENT BY THESE COMPANIES.

CIRCLE #199 ON READER SERVICE CARD



**SUNSOFT**  
The Nintendo Entertainment System

# SUPER SPY HUNTER™ ALL-OUT ASSAULT AT WARP SPEED.



Super Spy Hunter™ is a fast-paced, action-packed racing game that will have you zooming through the streets of a futuristic city. The game features a variety of tracks, including a winding road through a city, a track with a large bridge, and a track with a large tunnel. The game is set in a futuristic city with a dark, moody atmosphere. The red car is the player's vehicle, and it is equipped with a variety of weapons and power-ups. The game is a single-player experience, and it is available on the Nintendo Entertainment System.

## JOIN The Club

The Sunsoft "Blazers" Club is your ticket to the inside. Get a 1 year membership, 3 issues of the Sunsoft newsletter "Blaz' Da" plus an official membership card, exclusive name card and Blazers stickers. All!

Name \_\_\_\_\_ Age \_\_\_\_\_

Street \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Mail this coupon with a check to:  
Sunsoft Blazers Club  
11165 Knott Ave.  
Cypress, CA 90630

Please allow 8-10 weeks for delivery

**COMING SOON**





# The Addams Family

**Morticia has been kidnapped!**

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghosts and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.



TM & © 1991  
 Paramount Pictures  
 All Rights Reserved  
 THE ADDAMS  
 FAMILY logo is a  
 Trademark of  
 Paramount Pictures  
 Ocean of America  
 Authorized User



*The name of the game*



CIRCLE #192 ON READER SERVICE CARD



GAME BOY

**SUPER NINTENDO**  
 ENTERTAINMENT SYSTEM

Distributor of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131

© 1991 Ocean of America, Inc. All Rights Reserved. Ocean of America, Inc. is a registered trademark of Ocean of America, Inc. All other trademarks are the property of their respective owners.

# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at [www.retromags.com](http://www.retromags.com).

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

